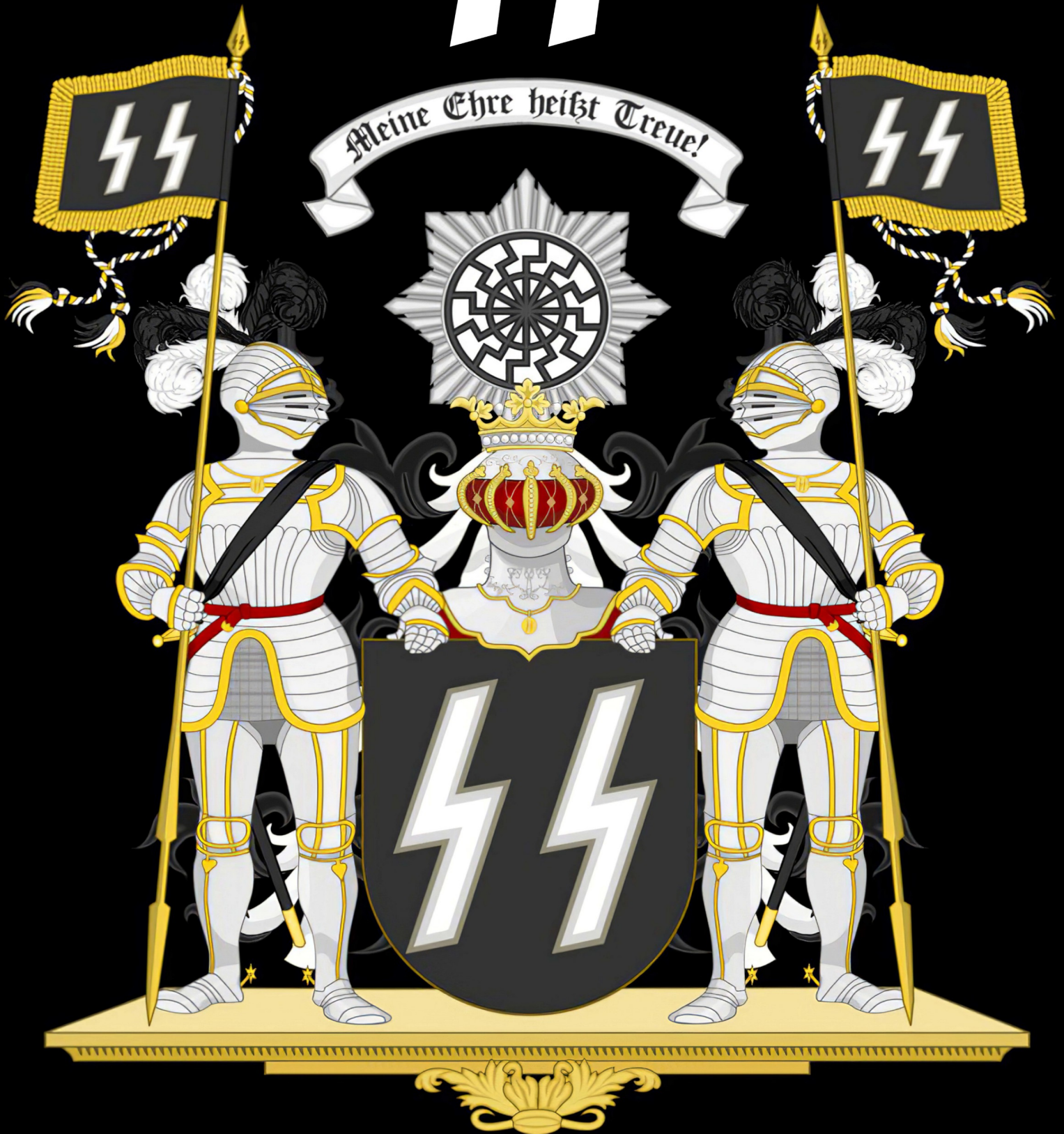


# 44



# COMBAT MANUAL

## SS Combat Manual

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## **Preface: The Kakapo**

Europeans have become much like the way of the kakapo; a flightless parrot. There are less than 220 kakapos in the world and are critically endangered but used to flourish in New Zealand. So how did it end up in such a mess? Millions of years ago, the parrot-family descendants of the kakapo arrived in New Zealand and these birds realized that things were pretty good, there were no natural predators apart from a few eagles and there was plenty of food around. The kakapo learned to freeze when eagles are present, and became nocturnal. Its food source (nuts and berries) was readily available on the ground, so it did not have to become a skillful hunter and they became fat. Because they are fat, they can run very little and cannot fly. The kakapo continued like this for millions of years until hominids arrived, the Maori hunted these birds like chickens, their numbers decreased but they continued to survive. What was catastrophic was when Europeans arrived, stoats, weasels, cats and rats arrived with them but the kakapo had absolutely no defense against them. All it could do was freeze, but that did not work with these new mammal predators who hunted by smell. Rats and cats decimated its eggs as the kakapo was so lazy that it only bred once every 5 years. The kakapo was catastrophically under-prepared for threats from the outside world and could only apply methods (for example freezing) that it had developed in its isolation from these threats that simply aren't effective for these more lethal enemies. Europeans have been sedated with bread and circus for too long and have grown passive in the presence of racial enemies, the natural defense responses have been deactivated through extensive conditioning by the media, government and academic structures.



## **Critical Situation**

Europe is the core of our existence. European civilization expands to America, Canada, South Africa, Australia and New Zealand. Our civilization is under threat by low birthrates, ethnic replacement, societal dysfunction, degeneracy and ultimately, an international clique of Jews. This guide presents advanced knowledge, strategies and solutions for the total destruction of the Zionist Occupation Governments.

Throughout our lands, white people are being raped and murdered by the invaders from third world countries. Our culture is being subverted into soulless cosmopolitanism and consumerism. Our values and identities are being corrupted into globalist ideas of equality that have no connection to our ancestral roots. Our history is being erased and replaced by cultural marxist fiction that teaches whites to hate their race. Every single achievement of our race is at stake, from the art of Ancient Greece that embodied noble values to spaceflight, all of our creations are at risk of falling into an eternal abyss occupied by sub-human mongrels.

The crimes of the invaders are sick and debauched. The governments and their departments have deliberately enabled and protected these invaders as part of their agenda, they are enemies of nations that they supposedly represent. It is therefore the individual responsibility of every man of European heritage who is wise of the Jewish Question to take action against ZOG. There are no neutrals in this war, because simple inaction enables the corrupt system to exist which services their Agenda. Apathy towards the critical situation of white countries is a complete abandonment of all our history, culture and heritage. The planned genocide of all European people through ethnic replacement is in its latter stages.

**Do you die on your knees a slave or do you stand up and fight?**

## SS Combat Manual



Her name was **Ebba Åkerlund**.

She was 11 years old when a muslim invader murdered her by driving a truck into pedestrians in Stockholm, Sweden on 7 April, 2017.

**PROTECT OUR PEOPLE FROM  
THE INVADERS**



## The Collapse

There is no political solution. Jews own and manipulate all the political parties, they create false opposition as a release valve so that people falsely believe that they are changing things. ZOG constructs laws to oppress, imprison, and kill the native white population, thus making it impossible for a government run by traditionalist white people to emerge through their system. Any organization that is a serious risk of threatening their ideas can be shut down under “hate speech” and “anti-terrorism” laws no matter how much a group grovels and obeys the law. The lemmings do not care about their race, and when a community of whites are shut down or even killed, the lemmings support the shutdown because the media and government tell them to. They would read it in the news, repeat the media narrative, and then go on with their days.

There will be no sudden collapse. There will be no sudden awakening. 90% of the populace are lemmings who will follow whatever the dominant force in society says to follow. Trying to get lemmings to leave all their luxuries just to collapse the government is not going to work, sacrificing their own luxury for some higher purpose is totally abstract to them. It is the duty of every National Socialist to bring about the destruction of the Zionist regime. ZOG creates incremental change so that the populace barely notices the agenda. You will just notice that simple things become a little more expensive. Homes and apartments will become smaller and more expensive. Your pay might decrease a little. You will start seeing family and friends less. You will require the internet and microchip ID for more and more things. You will slowly see more and more non-white people in your town. You will notice less people are getting married and even less will have children. You will notice more and more people will engross themselves in technological distractions and fantasy while never truly experiencing the real world. Quantum computers will spy on everyone on the planet for their entire lives by mining the data that already exists in their bank accounts, mobile phones, computers, social media, posts, government information, medical records, CCTV, employment history and use it against them in order to influence them towards inaction, consumerism and subservience to

## **SS Combat Manual**

ZOG. Every day you will find yourself lowering your standards for everything: work, food, relationships, life. Whatever dream people used to have about their lives were going to be will become for them a distant memory. The only thing left for them will be the reality of their debt and their poverty. That is the collapse. The reduction of Free White Man into a feudal serf who is completely dependent on the mega-corporations and the Zionist Occupation Government, incapable of feeling love or hate, incapable of seeing the pitiful nature of his situation for what it is. International Jewry has applied incremental societal change to transform and subvert European nations over centuries. The 'collapse' is already underway, major breakthroughs in the subversion of Traditional European cultures include, the breakdown of the family unit, mass non-white immigration, and demoralization. Countries such as the United States, United Kingdom, France, and Germany already have a completely inverse system of "Justice" where the Invaders are protected despite committing the most vile acts of murder and rape against our people. The COVID-19 Lockdowns of 2020 have proven that the masses are loyal to the Zionist Occupation Government and will obey their dictations no matter how ludicrous. Wearing the mask is symbolic, they have been gagged and all their freedoms have been taken away. Those who obey the lockdown are cattle, herded by the government. Social media and forms of mass communication are owned by International Jewry. They use people's personal data to manipulate them. In the Arab Spring, the US made sockpuppet accounts on social media to promote anti governmental ideas so population would protest. Then the US, directed terrorist groups and recruited into them so that these terrorist groups could overthrow governments. Couple that with US bombardments on key targets and governments that dared not to be fully compliant with the ZOG financial system were removed and its citizenry killed and destroyed. The Zionist Jews in the United States have complete control over global social media applications. This means they can instigate a revolution anywhere, but also shut down bad goy revolutions. Since majority of the population uses social media as their primary digital communication, this makes recruiting incredibly difficult. The social media giants erase all posts and information that threatens the Zionist Occupation Governments.



## National Socialist State

No movement other than National Socialism can save Europeans from total annihilation. National Socialism in other European nations must not be confused as a carbon copy of German National Socialism. It has different solutions for different peoples, an idea for Germany cannot necessarily work the same in Russia, America or Greece but National Socialism in any state shares the principle of the National Community and common good before self-interest. National Socialism applies biology to human beings and the state. Every other movement or *political ideology* has fallen either by foreign conquest, subversion or collapsed, facilitated by libertarian ideas. In every democracy, where people were given the liberal idea of freedom to do what they want, the lowest and most base instincts of man usurped civilized thought. This subversion can take place over multiple centuries and each generation, the new normal is shifted in a decadent direction.

The establishment of a National Socialist state will only happen through armed insurrection. All political and legal means have been prevented by the Zionist occupation governments. International Jewry does everything in their power to make awakened Europeans feel small, isolated and little in numbers when actually we outnumber these elitist Jews and their power is nothing but a smokescreen. The consumerist masses have abandoned their duty to their nations in favor of slavery to the ZOG system which services their base desires.



## STOP RUNNING, START FIGHTING

There is not a single white country on Earth where the Great Replacement is not happening. When presented with the truth of the demographic situation, many think that starting a white family and appeasing the government is a viable solution. But it isn't. The vast majority of the white families in South Africa that have been murdered by the nigger population had never done anything militant or violent, but were still murdered regardless – simply because they were white. In the Soviet Union, the government assigned wives to KGB agents, so that they would start a family and have children together. Their children were essentially used as hostages so that KGB agents would not defect. If they were to defect or do anything that the government deemed subversive, their family would be either imprisoned in a gulag or killed. In western countries, if you teach your children wholesome traditional values, your children will be taken away.



**There can be no appeasement of ZOG, as its goal is the total elimination of our people. There is nowhere left to run, turn around, face your enemy, make your stand.** It's a Herculean order and it won't happen without mass bloodshed. There won't be any prisoners of war, since this is attrition warfare, we are fighting for our very existence as a race and civilization. Our race has never been in such a dire situation as it is now. European nations are confronted with millions sub-humans who will stop at nothing to exterminate us. We must organize, plan and prepare for the greatest struggle of our lives and civilization,

## SS Combat Manual

posting online at your keyboard doesn't stop a nigger from killing people and it doesn't prevent millions of non-whites from flooding our countries, what does stop them is killing them. There is too much at stake for any compromises in this war, we need total extermination of these sub-humans once and for all.

Further polarization of society is necessary to enact the scenario of a full-scale, both-sided civil war. Acceleration of these political processes is necessary to prevent our extinction. Both can be achieved through multiple acts of resistance and direct engagement with the enemy. In Ancient Rome and Greece, most warriors could only kill a single-digit amount of enemies in a day, they were limited by their physical strength and their sword. Today, an armed individual can kill many hundreds in a matter of minutes. Technology has made man unequal more than ever before and our capabilities as individuals have greatly increased. This war will be achieved with guerrilla warfare, attrition warfare, assassinations, genocide, chemical, biological and nuclear weapons. There will never be a comfortable way or a perfect time to save civilization from your keyboard. ZOG prioritizes keeping stability in its host countries so that the population is pacified and so that an ignition point never occurs. In Brazil, the demographics shifted towards a population of mongrels through race-mixing until civilized western society ceased to exist. The big cities including London and Paris have already fallen to Brazilification. The effect of defiance against ZOG has a positive snowballing effect. When other Europeans see defiance, they are emboldened by it. The awakened European realizes he himself can commit to the struggle.

A man's worth is no greater than the worth of his ambitions.—Marcus Aurelius

“Every time we witness an injustice and do not act, we train our character to be passive in its presence and thereby eventually lose all ability to defend ourselves and those we love.” —Julian Assange

You will find no reprieve, nor should you, why should you have peace when your other brothers in Europe face certain war? Why you should risk nothing whilst others risk all? Why should others fight for you if you are not willing to fight for yourself? Don't run from the fight, run towards the fight. Look to the heart of the conflict, march yourself there, press yourself into service. Give your everything to your people.—Brenton Harrison Tarrant of Grafton, Australia





## **The Myth of the Invincible Government**

America, compared to the rest of the world is still the most well equipped fighting force by spending and killing power to date, it could nuke half a billion people in Africa if it wanted to but a Lockheed Martin F-35, can barely take off without problems, so how could it go door to door searching for guns, stand guard outside buildings, enforce no-assembly edicts or kick down your door at 3AM? The huge majority of the Armed forces are useless for maintaining a Police State and they are outnumbered by citizens, which is why they have machine guns while they want you to have water pistols. The US has not 'won' a war since WWII, it has failed embarrassingly against primitive rice-farmers in Vietnam and illiterate Muslims in the middle east who use weapons far less advanced. The capability of a well-armed National Socialist uprising with our superior intellect and long-term planning would be completely unmatched.

In 1995, Timothy McVeigh bombed a Federal building in Oklahoma City and killed 168 people, injured 680+ and rendered the building demolished. Terry Nichols was also involved but for the most part it was McVeigh's work. In an armed insurrection scenario, we must image a whole fleet of these truck bombings, with precise attacks like that, killing tens of thousands of ZOG Police Agents, destroy federal and government buildings, courts and institutions that seek to destroy the European Race. All the military bases require fuel, water, supplies, repairs and overland transport over Highways, and the method used by McVeigh could just as easily take down an interstate highway over the Mississippi, Missouri, Rio Grande or Colorado Rivers. Infact, the whole network of Interstate Highways could be covered in IEDs forcing Military convoys to travel over rural routes where they could be ambushed and destroyed.

One of the most common statements made against guerrilla warfare against ZOG claims that any call for violence is promoted by federal agents themselves, but for what reason would an agent want his own workplace destroyed? That would be suicidal and not in the interests of any federal agency or department of ZOG. The only place an agent would promote violence is one where they have no control of, thus creating a power vacuum where they can either seize power or install a puppet. This can be anything from threatening, blackmailing, ruining someone's reputation, or just outright getting rid of them and putting someone more cooperative in place. They could also lie about supposed war crimes or

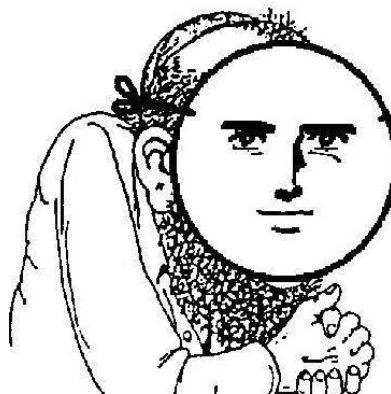


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make it look like said group did something so they could go in. This has been implemented in the middle east, but why would they do any of this in the US or a European country? The populations of western countries are almost completely complacent and only engages in futile “protests” which lead to no change. For example, the prohibitive assault weapon laws of California and New York are in direct violation of the Second Amendment to the United States Constitution but yet the civilian population has enabled such restrictions through inaction. If ZOG was as omnipotent as they claim, they wouldn't need to infiltrate online forums and imageboards, and implement such quantities of cultural marxist propaganda. National Socialism is the greatest and most powerful threat to the existence of Zionist Occupied Governments.

The goal of the super-cooperations that service the ZOG Agenda is the complete monopolization of the Internet, in which free speech would be extinguished. The internet would be regulated and restricted to kosher websites such as Amazon, Facebook, Twitter, Instagram, Reddit, Pornhub, Youtube while websites contrary to the politically correct narrative would be removed. These companies also want to terminate the privacy of internet users which has already been largely accomplished through the mass surveillance programs of the Five Eyes nations, which was exposed by Edward Snowden in 2013. Their next step is using quantum computing to break encryption giving them omnipotent power over the internet. That is another reason why armed insurrection must happen immediately.

Stability and comfort are the enemies of revolutionary change – Brenton Harrison Tarrant of Grafton, Australia



Don't do it Goy!

Let's do nothing instead.

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### US Department of Defense deradicalization methods for forums



Ad hominem:

*Glownigger/shill/fed/incel*

All seeing eye:

*Anyone who suggests IRL action is an FBI agent*

Appeal to the herd:

*The majority of Americans will never support Nazis*

Demoralize:

*It's too late, they have won / There's nothing you can do*

Distraction:

*Let's raid this leftist website and trigger some people*

Compromise values:

*We should allow gays in the movement*

Divide and conquer:

*Mediterranean people aren't white / Nordic people aren't white*

Isolate and demoralize:

*One man can't change things / You can't do anything about it*

Optics-cucking:

*We can't openly be Nazis, we should prove we're not racist*

Muddy the waters:

*The Earth is flat / Jews are reptillians / Christchurch was a hoax*

Path of least resistance:

*Don't do real life actions, just post memes and images online*



GOV.UK



NCA  
National Crime Agency



GCHQ



New Zealand  
POLICE  
Nga Pirihimana O Aotearoa



Bundeskriminalamt

## **Birthrates**

It's the birthrates.  
It's the birthrates.  
It's the birthrates.

If there is one thing I want you to remember from these writings, its that the birthrates must change. Even if we were to deport all Non-Europeans from our lands tomorrow, the European people would still be spiraling into decay and eventual death. Every day we become fewer in number, we grow older,we grow weaker. In the end we must return to replacement fertility levels, or it will kill us. To maintain a population the people must achieve a birthrate that reaches replacement fertility levels. In the Western world this is roughly 2.06 births per woman.

[https://en.wikipedia.org/wiki/  
List\\_of\\_sovereign\\_states\\_and\\_dependencies\\_by\\_total\\_fertility\\_rate](https://en.wikipedia.org/wiki/List_of_sovereign_states_and_dependencies_by_total_fertility_rate)

There is not a single Western country, not a single white nation, that reaches these levels. Not in Europe, not in the Americas, not in Australia or New Zealand. White people are failing to reproduce, failing to create families, failing to have children. But despite this sub-replacement fertility rate, the population in the West is increasing, and rapidly.

How is this possible?

Mass immigration and the higher fertility rates of the immigrants themselves are causing this increase in population. We are experiencing an invasion on a level never seen before in history. Millions of people pouring across our borders, legally. Invited by the state and corporate entities to replace the White people who have failed to reproduce, failed to create the cheap labour, new consumers and tax base that the corporations and states need to thrive. This crisis of mass immigration and sub-replacement fertility is an assault on the European people that, if not combated, will ultimately result in the complete racial and cultural replacement of the European people. To see this in full effect, you only have to look at the population statistics in Western nations for the year 2100.

[https://web.archive.org/web/20190212214609/https://en.wikipedia.org/wiki/  
List\\_of\\_countries\\_by\\_future\\_population\\_\(United\\_Nations,\\_medium\\_fertility\\_vari  
ant\)](https://web.archive.org/web/20190212214609/https://en.wikipedia.org/wiki/List_of_countries_by_future_population_(United_Nations,_medium_fertility_variant))

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In 2100, despite the ongoing effect of sub-replacement fertility, the population figures show that the population does not decrease inline with the sub-replacement fertility levels, but actually maintains and, even in many White nations, rapidly increases. All through immigration.

This is ethnic replacement.

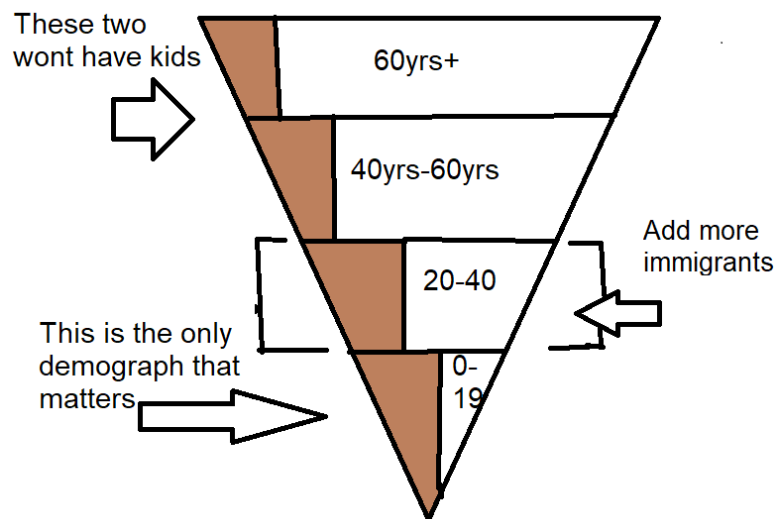
This is cultural replacement.

This is racial replacement.

### **This is WHITE GENOCIDE.**

how to destroy white people in only a generation

### **Inverted pyramid**



**>but we are 70% white**

The older stock naturally dies while the bottom stock will soon grow up to become the majority.

To return to replacement fertility levels is priority number one. But it is no simple task. There are myriad reasons behind the decline in fertility rates and the destruction of the traditional family unit. We must inevitably correct the disaster of hedonistic, nihilistic individualism. But it will take some time, time we do not have due to the crisis of mass immigration. Due to mass immigration we lack the time scale required to enact the civilizational paradigm shift we need to undertake to return to health and prosperity. Mass immigration will disenfranchise us, subvert our nations, destroy our communities, destroy our ethnic binds, destroy our cultures, destroy our peoples. Long before low fertility levels ever could. Thus, before we deal with the fertility rates, we must deal with both the invaders within our lands and the invaders that seek to enter our lands. We must crush immigration and deport those invaders already living on our soil. It is not just a matter of our prosperity, but the very survival of our people.

—Brenton Harrison Tarrant of Grafton, Australia

## Invaders

If the Roman Empire had killed every last Jew, then our current situation wouldn't exist. The presence of non-whites in our countries is inherently parasitic, they drain our resources and contribute nothing but cultural destruction in return. They have manipulated the empathy of Europeans. Deportation does not work.

Britain historically sent its convicts and rejects to Australia as a penal colony. Between 1788 and 1868, about 162,000 convicts who were deemed unfit to live in civil society were transported from Britain and Ireland to various penal colonies in Australia for the purpose of ejecting criminals from the home country. It was not a noble or pleasant idea. Britain simply didn't have enough prison capacity or have care for what happened to them and so they sent them to a barren continent. And yet these largely uneducated criminal individuals rejected from society in the British Isles, managed to collectively come together in a challenging exotic land and forge one of the greatest nations in the world. A nation that would connect with its homeland and become part of the Anglosphere, a nation that is not only part of the greater white world, but actually holds incredible importance. Not only did the so called "worst" of the British Isles manage to form a great society against all the odds stacked against them, they managed to do it before the Aborigines that had inhabited the continent for at least 42,000 years (referring to the Lake Mungo remains). In South Africa, the black government was given an existing, functioning, and quite successful country to run as the so please, and even with a huge amount of aid and the help of white Afrikaners, they couldn't keep the show running. It was the best chance Africans ever had at becoming a civilized nation and they ran it into the ground because they are so sub-human that not only can they not build a nation, but they can't be left in charge of one for even a few decades.

The case for homogeneity can be made for the British Isles, Australia, New Zealand, Canada, France, Germany, Spain, Italy, Greece and many other Nations of European Heritage. In the long run, the only binding force that keeps a nation together is a shared racial and cultural identity. A single culture is simply impossible to foster in a multiracial population where people come from vastly different backgrounds, look vastly different, and have no bond to each other through blood or history. The only result of such an arrangement is a



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degradation of our national identity, a loss of social cohesion and trust, and the creation of conditions that breed dysfunction which ultimately lead to dystopia populated by mixed bloods with no heritage. Lack of trust and social cohesion is a staple in multiracial “societies” due to the fact humans are biologically predisposed to tribalism, meaning we naturally and oftentimes subconsciously favor our in-group over foreign races and cultures, and wish to live around and help out those most similar to us.

An unbroken identity based on blood is what forms the foundation on which great civilizations can be built. Superficial values come and go and as history proves, do not stand the test of time, so the only insurance you have that guarantees your civilization will survive and continue to rise to prominence is the maintenance of an unbroken racial chain throughout the generation. The loss of our race to soulless cosmopolitanism will result in the loss of European culture, racial memory, and history, but also threatens our very future as a people. The only thing that can and will come out of the ongoing defilement of our nations is the the ultimate destruction of civilization. It is not only in our interests to preserve our racial and cultural integrity, but also our duty to do so for the future generations of white European children.



Return to their own countries will not suffice, as they have used their resources against the European race. It is natural selection for Aryans to kill sub-humans as they putrefy this planet with pollution and compete for the same resources. 10 rivers carry 90% of the plastic entering the oceans, two of them are in Africa - the Nile and the Niger - while the others are in Asia: the Indus, Ganges, Amur, Mekong, Pearl, Hai he, Yellow and Yangtze. The effects of these third-world nations affect the health of the entire world. After every chance and opportunity

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given to them, they have shown their animal nature. We could have been colonizing Mars, the moons of Jupiter and other planets if we were not burdened by the uncivilized animals. In India and Pakistan, the locals live in ugly concrete buildings void of any beauty, basic hygiene is completely alien to them. The Japanese are the exception to this. Africans and Indians pollute the rivers and natural landscape like a parasite. Without these uncivilized animals, we would see the rejuvenation of countless Rivers, forests and the restoration of noble animals' habitats, for the Bengal tigers, Red Pandas, Indian Rhinoceroses, Asiatic Tigers and four-horned antelopes. It would be return to the natural order. Our existence is a struggle, and these lesser hominids are our competition.

“At some future period, not very distant as measured by centuries, the civilised races of man will almost certainly exterminate and replace throughout the world the savage races. At the same time the anthropomorphous apes, as Professor Schaaffhausen has remarked, will no doubt be exterminated. The break will then be rendered wider, for it will intervene between man in a more civilized state as we may hope, than the Caucasian and some ape as low as a baboon, instead of as at present between the negro or Australian and the gorilla.”

— Charles Darwin, The Descent of Man



**EQUALITY IS A FALSE GOD. RECLAIM YOUR BIRTHRIGHT!**

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“When you discover a nest of vipers in your yard, do you spare the adolescents? Do you allow them to grow freely, openly, to one day bite your child as they play in their own yard? No. You burn the nest and kill the vipers, no matter their age. The enemies of our children are being born in our lands right now, even as you read this. These same children will one day become teens, then adults, voting against the wishes of our people, practicing the cultural and religious practices of the invaders, taking our peoples lands, work, houses and even attacking and killing our children. A ounce of prevention is worth a pound of cure. Preventing these enemies from reaching adulthood and their full potential of effect is of the importance. Why make your children fight, when you could fight in their stead? Few parents, regardless of circumstance, will willing risk the lives of their children, no matter the economic incentives. Therefore, once we show them the risk of bringing their offspring to our soil, they will avoid our lands. It will be distasteful, it will be damaging to the soul, but know that it is necessary and any invader you spare, no matter the age, will one day be an enemy your people must face. Better for you to face them now then your kin to face them in the future. LEAVE NO VIPERS NEST UNBURNT” – Brenton Harrison Tarrant of Grafton, Australia



**"Help me" it screams. "Help me" The mongrel begs for life after a lifetime of cheering on ISIS on the internet and celebrating terrorist attacks in Europe, Australia and the United States. Leeching on the west for benefits taken from the pockets of it's citizens, with some being sent home to sponsor furture terrorist attacks on the west. This Muslim, self committed to being an invader, a warrior according to her culture and building block in the destruction of the country she squats in. After thinking every non Muslim dead at the hands of her brothers were less than human it finally knows what it's like to be a victim. "Help me". "Maybe I can trick one more infdel and live to contine my mission" it tells itself.**



## Traitors

The Police forces of White countries are traitorous organizations. They imprison citizens under fraudulent dictations and laws such as “hate speech” and they support the invaders, race-mixers, degenerates, turning a blind eye to their grotesque crimes against Europeans. Its entire foundation and structure equips them against the people. Re-training is not effective for LEO individuals. Police officers are wage slaves and thus they have to “justify” their “work”. In order to do this, they construct criminal cases to further their career and grovel to their superiors. The non-white cops are incapable of ever representing or protecting white people. “White” cops are autistic narcissists, and see the people as lesser. They pursue the domestication of white people, and enforce laws that ransack all citizens most basic freedoms. The police constantly need to imprison innocent white people to make an ‘example’ out of them in order to threaten the rest of the cattle. The goal of this domestication is a completely docile and passive population that follows every order administered by ZOG. The sadistic nature of actively persecuting your own people attracts neurotic people to the force. The entire principle of modern Law Enforcement Agencies is that the people fundamentally cannot do the correct moral thing themselves therefore LEA must enforce dictations against them. This system creates a protected class of paper pushers (the majority of which are Jews) which have no natural predators.

The majority sit quietly and dare to hope. Since you aren't guilty, then how can they arrest you? *It's a mistake!* They are already dragging you along by the collar, and you still keep on exclaiming to yourself: *“It's a mistake! They'll set things straight and let me out!”* Others are being arrested en masse, and that's a bothersome fact, but in those other cases there is always some dark area: “Maybe *he* was guilty . . . ?” But as for you, you are obviously innocent! You still believe that the *Organs* are humanly logical institutions: they will set things straight and let you out.

From the Gulag Archipelago by Aleksandr Solzhenitsyn

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The so called “Laws” of European nations are completely out of touch with the natural order and European Civilization. These laws only serve the Zionist Occupation Government and the Invaders. It is therefore logical for any racially conscious European not to follow these dictations. These dictations are inherently immoral. **Moral is what is good for your people. Immoral is what damages your people.** Ancient Greece, Sparta, and Rome did not need law enforcement, and they were the intellectual elite of the Western world; now they are enslaved shadows of their former selves. Order always arises naturally and law enforcement is meant to destroy that natural function and replace it with Zionist cultural supremacism.

The “Law” protects the non-whites who invade our ancestral homelands, homosexuals, and sexual degenerates who seek to corrupt our youth. The “Law” silences freedom of speech through “Hate speech laws”, which restricts people from sharing the truth and the knowledge of our planned destruction. Negroes are uncivilized animals, this fact has been proven with comprehensive DNA evidence, crime statistics from many nations, the riots, the rapes, and the murders which they commit. White people have created countless ideas, inventions, pieces of art, architecture, music of the most magnificent quality while the Negro only creates the most vulgar and debased forms. The average IQ of Sub-Saharan Africans is statistically found to be in the mentally retarded range. The government knows this and supports the ethnic replacement of Europeans with non-whites, so they suppress the truth with these “hate speech” dictations. The “Law” also finds numerous ways to fleece and plunder the assets of the people for no other reason than to make themselves rich. This is done through traffic laws, fines, property theft, seizure of assets, predatory loan companies in collusion with bailiffs, and the police, all to defraud the people. Law Enforcement Agencies act in direct collaboration to enact mass surveillance with big companies owned by Jews such as Facebook and Microsoft. Every email, message, photo, text, phone call and video chat that is not encrypted is monitored and permanently recorded by the NSA and can be distributed among the 14 Eyes intelligence network. This is the biggest abrogation of privacy in human history. They claim that it is to protect people from terrorism, but they didn’t stop any of the many Islamic attacks against Europe since they are crude in their nature and don’t require the Internet. The purpose of mass surveillance is in fact to hold Aryans hostage with their collected data and use it against us.



## **The National Socialist Guerrilla**

The Nat Soc guerrilla is a person who fights the Zionist Occupation Government with weapons, using unconventional methods. A revolutionary and an ardent patriot, he is a fighter for his country's liberation, a friend of the people and of freedom. The area in which the urban guerrilla operates is in the large cities. The Nat Soc guerrilla, however, differs radically from a criminal. The criminal benefits personally from his actions, and attacks indiscriminately without distinguishing between the exploiters and the exploited, which is why there are so many ordinary people among his victims. The urban guerrilla follows a political goal, and only attacks the government, the big businesses and the foreign globalists, invaders and Jews. The Nat Soc guerrilla is an implacable enemy of the regime, and systematically inflicts damage on the authorities and on the people who dominate the country and exercise power. The primary task of the urban guerrilla is to distract, to wear down, to demoralize the Zionist regime and its repressive forces, and also to attack and destroy the infrastructure and property of the foreign elite and the race traitors. The Nat Soc guerrilla is not afraid to dismantle and destroy the present economic, political and social system, for his aim is to aid the rural guerrillas and to help in the creation of a totally new and revolutionary social and political structure, with the armed population in power.

The urban guerrilla is characterized by his bravery and his decisive nature. He must be a good tactician, and a good marksman. The urban guerrilla must be a person of great cleverness to compensate for the fact that he is not sufficiently strong in weapons, ammunition and equipment. The career military officers and the government police have modern weapons and transport, and can go about anywhere freely, using the force of their own strength. The guerrilla does not have such resources at his disposal and leads a clandestine existence. The guerrilla may use false documents. Nevertheless, the guerrilla has an advantage over the conventional military or the police. It is that, while the military and the police act on behalf of the enemy, whom the people hate, the urban guerrilla defends a just cause, which is the people's cause. The urban guerrilla's weapons are inferior to the enemy's, but from the moral point of view, the urban guerrilla has an undeniable superiority. This moral superiority is what sustains the urban guerrilla. Thanks to it, the urban guerrilla can accomplish his principle duty, which is to attack and survive.

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The urban guerrilla might have to capture or steal weapons from the enemy to be able to fight. Because his weapons are not uniform—since what he has are expropriated or have fallen into his hands in various ways—the urban guerrilla faces the problem of a variety of weapons and a shortage of ammunition. Moreover, he has no place in which to practice shooting and marksmanship. These difficulties have to be overcome, forcing the urban guerrillas to be imaginative and creative qualities, without which it would be impossible for him to carry out his role as a revolutionary. The guerrilla must possess initiative, mobility and flexibility, as well as versatility and a command of any situation. Initiative especially is an indispensable quality. It is not always possible to foresee everything, and the guerrilla cannot let himself become confused, or wait for instructions. His duty is to act, to find adequate solutions for each problem he faces, and to retreat. It is better to make a mistake acting than to do nothing for fear of making a mistake. Without initiative, there is no guerrilla warfare.

Other important qualities in the guerrilla are the following: to be a good walker, to be able to stand up against fatigue, hunger, rain or heat. To know how to hide, and how to be vigilant. To conquer the art of disassembling. Never to fear danger. To behave the same by day as by night. Not to act impetuously. To have unlimited patience. To remain calm and cool in the worst of conditions and situations. Never to leave a track or trail. Not to get discouraged. Guerrilla warfare is an effective method to resist and outflank the enemy who otherwise would have both the numerical advantage and the resources to shut down organized opposition. Taken together with other political activities such as graffiti and information warfare poses an imminent and large threat to the status quo. There is no specific way to instruct a cell how to best wage warfare against the Jews and their shabbos goyim, so lessons must be learned from literature focused on urban combat and rural resistance. Sniping, bomb attacks and isolated acts of guerrilla warfare are best to approach the task of weakening and ultimately eliminating the Zionist occupation governments. You must never surrender. **This is your life now.**



## The List

All traitors and invaders must die. Targets of the Armed Insurrection against ZOG are categorized by their threat level. There are no non-combatants.

### Grade I: Top-level International enemies

- Globalist organizations (Bilderberg Group, Buisnesss Advisory Council, Club of Rome, Council on Foreign Relations, International Monetary Fund, Tavistock Insitute, Trilateral Commission, World Economic Forum)
- Rothschild Family
- Rockefeller Family
- Banking groups
- Politicians, Presidents, Prime ministers, EU and UN Leaders
- NATO Leaders, DoD leaders, military generals
- Alphabet (Google), Microsoft, Facebook

### Grade II: CEOs, executives and directors of anti-white organizations

- Anti-white companies
- Influencers
- Journalists and academics
- Lobbying groups
- Media and media producers
- News agencies
- Social media companies (Facebook, Instagram, twitter etc.)

### Grade III: Occupation Forces

- Armed Forces
- Court judges and prosecutors
- Government traitors
- Police officers, detectives, investigators and staff

### Grade IV: ZOG subservients:

- Antifa
- BLM rioters
- Communists and liberals
- Cultural Marxists
- Drug criminals
- Freemasons
- Gypsies
- Invaders (non-whites)
- Sexual degenerates (adulterers, explicit pornographers, feminists, homosexuals, race traitors, rapists, ect.)

## Health and Fitness

Stop buying loans  
Stop buying goods on finance / hire purchase  
Stop buying useless consumer products  
Stop eating unhealthy food and limit sugar intake  
Stop drinking carbonated drinks  
Stop masturbating  
Stop overstimulating yourself  
Stop playing video games  
Stop using deodorants containing aluminum salts  
Stop using drugs (this includes antidepressants, caffeine, cannabis and smoking)  
Stop wasting time on pointless and unhealthy activities  
Stop watching Anime  
Stop watching pornography  
Stop watching Television, Netflix, YouTube celebrities and Virtual Reality  
Stop wearing trashy clothing, sneakers and overpriced consumer brands

Be an inspiration to other white people, respect yourself and your Race  
Brush your teeth with an electric toothbrush for two minutes at least twice a day  
Brush your tongue (Your tongue should be a nice pink color, not white or yellow)  
Dress appropriately  
Eat healthy organic food  
Exercise daily  
Get a good haircut  
Get a good quality sleep  
Go hiking or walking  
Groom yourself  
Have a routine and to-do list  
Have hobbies and activities  
Inform people and spread awareness  
Learn a language  
Learn useful skills  
Read books  
Store money outside of banks

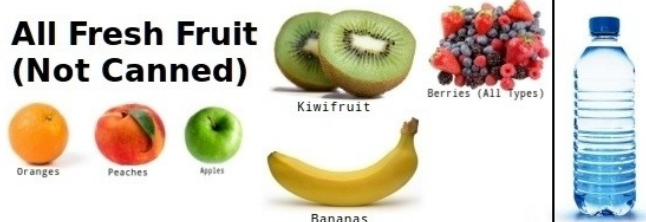
Stop thinking the world owes you, how destiny 'fucked you over', how some people have it easier. Accept things as they are, realize that life is cruel and your circumstances are the ones you were given. You can't do shit about the starting point, but you can move forward. Eliminate the things you dislike about yourself or about your life. Create an action plan. No matter who you are, where you are in your life, or how fucked up you think you are. You can improve your life. Take control. Move forward. The combat soldier is tough, but the average citizen is soft. Your job will be to whip your group into fighting shape in a short period of time.



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Far too many will want to depend on their weapons. It is important that warriors realize how being physically fit is in their best interest. Attaining physical fitness is not an overnight process. The body must go through two stages. First is the toughening stage which lasts for about two weeks while the body goes through a soreness and recovery period, The second stage is slow improvement. Blood circulation improves, and the body becomes more efficient. The body reaches its maximum level of performance between six and ten weeks of daily exercise. This physical peak should then be maintained. Supplement your workout routine with standard pushups, running and obstacle courses.

## /FIT/ DIET TL;DR

 <p>Broccoli Spinach Peas Beans <b>5 Servings Of Fibrous Vegetables</b></p>	 <p>Whole Eggs Chicken/Turkey Breast</p>
<p><b>All Fresh Fruit (Not Canned)</b></p>  <p>Oranges Peaches Apples Kiwifruit Berries (All types) Bananas</p>	 <p>Cottage/Cream Cheese Normal/Greek Yogurt Fish (All Types) Tuna, Salmon, Flounder, Tilapia</p>
 <p>Nuts (Peanuts, Cashews, Almonds) Butters Oils Seeds, Other Pulses, Pecans Peanut, Almond Olive, Canola, Peanut, Sesame, Coconut.</p> <p><b>Lots Of Fats</b></p>	<p>1g Protein Per lb Bodyweight</p>  <p>Whole Milk Lean Ground Beef</p>
<p><b>Condiments &amp; Spices</b></p>  <p>Dark Chocolate Sweetener (Splenda Granula or Splenda) Chilli Powder/Flakes Cocoa Powder (No Sugar Added) Peppers Onion Garlic Salt Pepper Cinnamon Chicken Broth Beef Broth Mustard Teriyaki White Vinegar Mrs. Dash Natural-Honey Dark Choc Coffee/Tea</p>	<p>by clerisy</p>
<p><b>Complex Carbs</b></p>  <p>White/Brown Rice Beans (All Types) Potatoes Carrots Whole Grains Oats Couscous, Quinoa, Basmatti Black, Red Kidney, Pinto, Lima, Chick, Black Eyed, Lentils, Romano, Butter Beans. Only White/Red/Sweet. Pasta, Pita, Wraps, Tortilla, Rye. Steel-cut or Rolled</p>	

# **Psychological Warfare**

## **Psychological Operations (PSYOP)**

Psychological Operations or PSYOPs are planned operations to convey selected information and indicators to audiences to influence their emotions, motives, objective reasoning, and ultimately the behavior of organizations, groups, and individuals. Used in all aspects of war, it is a weapon whose effectiveness is limited only by the ingenuity of the commander using it. Psychological Warfare is simply learning everything about your target enemy, their beliefs, likes, dislikes, strengths, weaknesses, and vulnerabilities. Once you know what motivates your target, you are ready to begin psychological operations. PSYOPs may be defined broadly as the planned use of communications to influence human attitudes and behavior ... to create in target groups behavior, emotions, and attitudes that support the attainment of national objectives. The form of communication can be as simple as spreading information covertly by word of mouth or through any means of multimedia. A psychological warfare campaign is a war of the mind. Your primary weapons are sight and sound. PSYOP can be disseminated by face-to-face communication, audio visual means (television and online videos), audio media (radio or loudspeaker), visual media (graffiti, leaflets, newspapers, books, magazines and/or posters), online memes. The weapon is not how its sent, but the message it carries and how that message affects the recipient. It has long been said that: "The pen is mightier than the sword" but that is only true when the words inspire real life action.

**WHY WON'T SOMEBODY DO SOMETHING?  
WHY WON'T SOMEBODY DO SOMETHING?  
WHY DON'T I DO SOMETHING?**

**The spell broke, why don't I do something?**

**Why not me?**

**If not me, then who?**

**Why them when I could do it myself?**

**It was there I decided to do something, it was there I decided to take action, to commit to force. To commit to violence.**

**To take the fight to the invaders myself.**  
–Brenton Harrison Tarrant of Grafton, Australia

For psychological operations to be effective, you must carefully plan your propaganda. You must make sure that you know everything about your enemy and that you are targeting his beliefs and not using your own. How do you get to know your enemy? Intelligence reports, Area studies, in country research, defectors, and native help are sources of information. As leaflets were developed during Desert Storm, they were tested on cooperative EPWs (enemy prisoners of war). Some of the recommendations for changes to the leaflet's illustrations made by these EPWs were: remove any trace of the color red (a danger signal to Iraqis), show Allied soldiers with chin beards rather than clean-shaven faces (beards convey trust and

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brotherhood in Iraqi culture), and add bananas to a bowl of fruit shown being offered to surrendering Iraqis (bananas are a great delicacy in Iraq). Also, an illustration depicting a surrendering Iraqi thinking of his family back home confused the EPWs. "Thought bubbles" are well-known in Western culture, but virtually unknown to Iraqis. The illustration was dropped. In a memo written to then-Secretary of State John Foster Dulles on 24 October 1953, former U.S. President Dwight D. Eisenhower defined psychological warfare as anything "from the singing of a beautiful anthem up to the most extraordinary kind of physical sabotage."

In Weimar Germany, the people violated by the allied dictations felt despair and agony with the mutilation of their country after the first world war. Adolf Hitler and Dr. Joseph Goebbels were masters of the German language and public speaking. They used their skills to reanimate the German spirit. The speeches Adolf Hitler delivered urged national pride and unity and rightfully exhibited the Jewish responsibility for Germany's problems. They exposed the problems afflicting their great nation and they provided the solution. National Socialism created a society with a united will pursuing the health and vitality of the German people. The people are the most important part of National Socialism.

In order to obtain the maximum results from psychological operations in guerrilla warfare, each combatant must be highly motivated to engage in propaganda face to face, to the same degree that he is motivated to fight. This means that the guerrilla's individual political awareness, the reason for his struggle, must be as acute as his capacity to fight. Such a degree of political awareness and motivation is obtained through group dynamics and self-criticism as a standard teaching method for guerrilla training and operations. Group discussions increase the spirit and the unity of thought of the guerrilla squadrons, and they exert social pressure on the weaker members to perform a better role in future training or in combat actions. Self-criticism is made in terms of one's own contribution or failures in one's contribution to the cause, the movement, the struggle, etc., and this introduces an element of positive individual commitment to the mission of the group.

The desired result is a guerrilla soldier who may justify his actions persuasively when he is in contact with any member of the People, and especially to himself and his guerrilla companions when enduring the vicissitudes of guerrilla warfare. Attacks against ZOG should be explained so that the People know exactly why for example, police officers should be killed—because they protect the invaders and enforce anti-white laws. This means that each guerrilla will be persuasive in face-to-face communication, a propagandist, and a combatant. In his contact with the people; he must be capable of giving 5 or 10 logical reasons why, for example, a simple farmer give him fabric, needle and thread to mend his clothes. When the guerrilla behaves this way, enemy propaganda will never turn him into an enemy in the eyes of the population. It also means that hunger, cold, fatigue and insecurity will have a meaning, psychologically, in the struggle for the cause, because of constant orientation. We fight for Aryan people and civilization globally – in Europe, America, Canada, Australia, New Zealand, Rhodesia, and South Africa. We protect their lives from the traitors and the invaders who seek our destruction and we must present this in our propaganda.

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This means that an armed guerrilla unit in a rural town will not give the impression that its weapons are a force that they hold over the peasants, but rather that they are the strength of the peasants against the repressive zionist government. This is achieved through a close identification with the population, as follows: working alongside them in their fields, in construction, harvesting the grain, fishing, etc.; giving explanations to young men about basic weapons, for example, giving them an unloaded weapon and allowing them to touch it, see it, etc., giving a basic description of its operation; describing, with simple slogans, how the weapons will serve the people in winning their freedom; supporting the goals of individuals and communities. The objective of all these actions is to create an identification of the people with the weapons and with the guerrillas who carry them, so that the population feels that those weapons are, indirectly, the weapons that will protect them and help them in their struggle against an oppressive regime. There is always implicit terror in weapons, since the people are internally "aware" that they could be used against them; however, as long as explicit coercion can be avoided, we may achieve positive attitudes about the presence of armed guerrillas in the midst of the population.

## Propaganda

Cognitive dissonance and demoralization is hard to break, but not impossible. Experience-based knowledge is important, and views are changed under circumstances of hardship. *It's all well and good and the government takes care of us* says the normie until a man's will is all that's left. The Truth is extremely uncomfortable for the normie, they have been conditioned their entire life to believe how they do which is why you need to guide them to question the narrative and come to logical conclusions. Many normies fear debate because they know that they're unable to argue for their opinions. Unwise people are terrified of being caught knowing nothing on issues, that's why they repeat mainstream "facts", "*the mainstream can't be wrong*"? They camouflage against the herd. It is not enough to prove the controversial truth with facts, for the normie to adopt the truth he needs to understand it well enough that he can defend it himself. Many normies are so full of self-importance they don't understand that human beings do shit things to each other, often without reason because of their multicultural-utopia programming, for some it might make them physically ill. You the infantilization happening with "Adults" watching superhero films, cartoons or playing Nintendo like children. That's why so many of them will make stupid dick jokes when talking about people who carry guns, because it's easier to make dick jokes than to think about having to shoot a nigger and listen to him scream/gurgle as he bleeds to death in front of you. They act like terrorism would never happen to them because they don't want to think about seeing other humans limbs getting blown off in front of them, they have been trained to be cowards within their own minds.

You're heavily invested in this book all the characters are define as the good guys, the bad guys, the neutrals etc. have been clearly laid out and explained, but then in the book it comes to light that everything up until that point was either entirely misleading or outright bullshit. Half of the things that happened in the Book didn't happen and the other half were framed in a way to lead you to the wrong conclusions. For the rest of the story you have to remind

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yourself that "everything I read earlier is Bullshit" in order to make sense of anything. This is mentally taxing and challenging for most people who, while not necessarily stupid are lazy and would prefer to stop reading and pretend the book was as they initially expected it to be.

Trying to educate a normie might result in amygdala failure and them crying, yelling and behaving emotionally because they want to continue their self-destructive lifestyle without feeling any guilt or doubt, for many their primary goal and priority in life is to fulfill their base urges in their entirety without having to experience consequences, a fitting summary would be that the higher order of reason is held in subjection to the lower order of animalistic passion and we must reverse that. These normies have been conditioned from children, when they are impressionable and when trauma based conditioning has its greatest effect. When the brain is highly plastic and undergoes holohoax conditioning, it makes a deep seated, long term impression and that impression of trauma, evil is associated with "Racism" "Nazism" and other linguistic killshots, completing the programming of a previously healthy person into a good guy. As a result they become frightened of being called "Racist" leading them to accept all the degenerate shit given to them because they were programmed before they had any adequate defense against the brainwashing as children.

Cognitive dissonance is not genetic, they are the product of subversive conditioning. There are "intelligent" people that fall for cultural marxist lies, that actually excel in their particular field i.e. Mathematics, Biology but are victim of the Jewish subjugation of European countries. Fundamentally, they are biologically the same as ourselves, thus we shouldn't abandon all of them without first trying to educate them on their ancestral history, culture and why they should be a National Socialist. To brush them off would be of great detriment to our cause. People think in narratives, once one is established it's hard to break out of it. Their evolution of thought is like a book.

In the current cultural climate, apathy, depression, hedonism and nihilism are central. The degenerate hedonists who forever seek pleasure are products of this environment. They critically lack traditionalism, the family unit, a strong identity, and purpose in their lives. They only have substitutes for an identity such as sports teams and consumer brands such as Football teams, Apple, Nintendo, Nike, rappers. Humans require purpose and identity which is why you see people filling this void with unhealthy, destructive identifies such as being a "nerd", "gamer", "weaboo", or "trap". These are surrogate activities. Those depressed and somewhat disillusioned congregate on fringe websites to be amused and entertained by memes. There they become desensitized to extreme material. The content slowly loses all that was taboo about it. With these desensitization of obscure content, one is finally open to the hard truth of the world. They recognize the societal decadence. The disgruntled person realizes over time what was taken away from them, what could have been—and what could be. National Socialism brings white people to their very highest capability. National Socialism embodies the most noble virtues and civilizational achievements. Ultimately, every white man and woman has reason to hate the Zionist regime built upon a compound of lies. It affects all of our people through mass surveillance, mass immigration, unemployment, cultural marxism, the destruction of the family unit which are all a product of the International Jews.



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The propagandist-combatant guerrilla will have the mission of demonstrating to the people the greatness and the justice of our movement, to all citizens and to the world. By identifying with our people, sympathy towards our movement will increase, which will result in greater support from the population towards the guerrilla fighters, taking away sympathy from the regime in power. The Armed Propaganda Teams provide a stage-by-stage persuasive planning program in all areas of the country. These teams are also the 'eyes and ears' of our movement. The development and control of front organizations in guerrilla warfare will give our movement the ability to create the effect of a 'whip' within the population, when the order to merge is given. When infiltration and subjective internal control have developed parallel to other guerrilla activities, one of our commanders will be able to literally shake down the Zionist structure and replace it. The meetings and mass assemblies are the culmination of a broad base of support among the population, and they occur in the later phases of the operation. This is the moment in which an overthrow may be achieved and our revolution can come out in the open, requiring the close collaboration of the entire population of the country, and requiring contacts who are rooted in reality. Tactical effort in guerrilla warfare is directed at the enemy's weaknesses, and toward destroying their military capability to resist, and must go parallel with a psychological effort to weaken and destroy their sociopolitical capability at the same time. In guerrilla warfare, more than in any other type of military effort, psychological activities must take place simultaneously with military activities, in order to achieve the desired objectives.

Each member of the struggle should know that his political mission is as important as, if not more important than, his tactical mission. Armed propaganda in small towns, rural villages, or city districts should give the impression that our weapons are not to exercise power over the people, but that weapons are for the protection of the people; that they are the power of the people against the government of oppression. Too frequently we view guerrilla war only from the point of combat actions. This evaluation is erroneous and extremely dangerous. Combat actions are not the key to triumph in guerrilla warfare, but a front of the struggle against International Jewry. The efforts to enact the destruction of ZOG should progress in a parallel fashion. Emphasizing or excluding any of these efforts could bring about serious difficulties and, at worse, even failure.

An Excerpt from the film *Inception* (2010), directed by Christopher Nolan:

*What is the most resilient parasite? Bacteria? A virus? An intestinal worm? An idea. Resilient... highly contagious. Once an idea has taken hold of the brain it's almost impossible to eradicate. An idea that is fully formed - fully understood - that sticks; right in there somewhere.* - Dom Cobb as portrayed by Leonardo DiCaprio

In 1995, Ted Kaczynski wrote letters to media outlets outlining his goals and demanding that his manifesto, *Industrial Society and Its Future* be printed verbatim by a major newspaper otherwise he would continue his bombing campaign. His plan worked and the *Washington Post* published it on September 19, 1995. His brother denounced him and reported Ted to the FBI which led to his imprisonment but the essay has been read by millions of people and is widely known.

The Four Stages of Ideological Subversion – Yuri Bezmenov (1984)

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1. Demoralization
2. Destabalization
3. Crisis
4. "Normalization"

## Oratory

Oratory is the coincidental means of communication par excellence; that is, the speaker and his audience coincide in a single time and place. For that reason, each speech should be a different experience, framed in 'that' circumstance or actual situation in which the audience is living and is influenced. So that audience should be considered as a 'state of mind': Happiness, sadness, anger, fear, etc., are psychic states that we should consider to exist in our audience, and it is the environment that affects the target public. The human being consists of a mind and a soul; he acts in accordance with thoughts and feelings, and responds to the stimuli of ideas and emotions. Therefore, there are only two possible approaches to any exposition, including speeches: a real approach, based on appeals to reason, that is, to thought; and an idealized approach, which appeals to the emotions, or to the Sentiments. As far as the speaker is concerned, even though he should be sensitive to the existing collective emotions, at the same time he should set himself apart in order to be able to effectively lead and control the emotions of the audience. When during the oratorical momentum the antithesis between heart and mind is produced, judgment, the characteristic of a leader, must always prevail.

In general the features most valued in a speech, and specifically in a political speech within the framework of psychological action in the armed struggle, are the following:

1. Brevity and succinctness: a five minute speech is ideal. A speaker who is brief demonstrates even more his ability as stated in that well-known expression: 'if they want a two hour speech, I'll begin now; if they want one that lasts only two minutes, let me think awhile.'
2. Development around a theme: a speech must be a group of organized ideas which develop around a subject. A good speech is expressed in concepts and not only with words.
3. Logic: the ideas presented must be logical and easily acceptable. Never should the logic in the minds of the audience be challenged, since this would lead immediately to a loss of what is most important: namely credibility. When possible it is advisable to base a speech on a syllogism which the speaker should adapt to his exposition. This could be the message of a speech on the administrative corruption of the regime. Whenever a speech lacks an idea or a group of directing ideas, it can easily become dispersed and confusing.
4. Inspire: end on a high note that inspires people.

There is no true improvisation in oratory. Every speaker uses a "mental plan" which permits him to organize his ideas and concepts quickly. With practice it is possible to do this in only a few seconds, almost simultaneously with speaking. The elements which constitute a speech

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appear below in the order recommended to those who wish to consistently improve their Speaking ability:

- **Introduction or exordium:** Upon initial contact with the audience, a personal introduction can be made or one for the group to which we belong as well as the reason for our presence there, etc. During these first seconds it is important to make an impact, calling for the attention and arousing the audience's interest. For that there are resources like starting with key quotations or slogans previously arranged to tell a dramatic or humoristic anecdote, etc.
- **Proposal or statement:** the subject of the speech is defined, either by explaining it as a whole or in parts.
- **Assessment or argument:** arguments are presented in exactly this order: first the negative arguments, or those which oppose the thesis which is to be upheld, and then the positive arguments, or those favorable to our thesis, immediately adding proofs or facts which support these arguments.
- **Summing up or conclusion:** a brief summary should be made and the conclusions should be made more explicit.
- **Exhortation:** an appeal for public action is made, in other words, the audience is encouraged almost always energetically to do or not to do something.

Although there are typically oratorical figures of speech, truly, oratory has borrowed a large number of figures from other literary genres, several of which we use, often unconsciously, in our daily expressions and even in our speech. Below we list a good number of literary figures which are frequently used in oratory, recommending to those interested that they use them in moderation, since an orator who makes excessive use of literary figures loses authenticity and sounds false. The figures that are most often used in oratory are those obtained through the repetition of words at certain points of the speech, such as:

- **Anaphora or repetition of a word at the beginning of each phrase:** for example: "Freedom for the poor, freedom for the rich, freedom for all." Conversion is repetition at the end of each phrase. For example: "The marxist pretends to be above everyone, dominate everyone, lord over everyone, and as an absolute tyranny, eliminate everyone."
- **Complexity:** repetition takes place at the beginning and at the end of the clauses. Example: "Who brought about the Soviet Union? The Jews. And who trades in arms with the neighboring countries? The Jews. And who proclaims now to be a supporter of non-intervention? The Jews."
- **Reduplication:** when the phrase begins with the same word that ends the previous phrase. Example: "We fight for Folk, Folk and Nation." Linking is a chain formed by several duplications. Example: "Communism transmits the deception from the child to the youth, from the youth to the adult, and from the adult to the elderly." In the play on words one uses the same words with a different meaning to obtain a clever effect. Example: "The greatest wealth of each human being is his own freedom, because slaves will always be poor, but we the poor can have the wealth of our freedom."
- **Similar rhythm:** by using verbs of the same tense and person, or nouns of the same number and case. Example: "We who are fighting will enter marching because who perseveres reaches and who gives up falls behind."

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- **Synonymity:** the repetition of words of similar meaning. Example: “We demand a Nation for all without exceptions without omissions.”

Among the most commonly used background figures of speech:

- Antithesis, is the contrast of words, ideas or phrases of Opposite meaning. Example: “They promised freedom and gave Slavery; that they would distribute wealth and distributed poverty: that they would bring peace and brought about war.”
- Prolepsis is a refutation in advance. Example: “Some will think it is only promises; they will say just like the others said it, but it is not so.”
- Preterition consists of a ruse which by feigning discretion, something very clear and indiscreet is said. Example: “If I were not obligated to safeguard military secrets, I would tell all of you about the great quantity of armaments in our possession, so that you may have greater confidence in the certainty of our victory.”
- Ask a question and answer it. Example: “The Jews have killed millions of white people in history in planned genocides. Would they simply leave white communities alone today? Never!”
- Litotes is a means of signifying much while saying very little. Example: “The Jewish international elements haven’t stolen much, only the whole country.”

Bad figures of speech most commonly used include:

- Prayer or supplication to obtain something. Example: “Lord, free us from the yoke, grant us freedom.”
- Addressing something extraterrestrial or inanimate as if it were a living being. Example: “Soil of our Nation, make the seed of liberty grow.”
- Interrogation consists of questioning oneself for the sake of emphasis. It differs from the communication in that the latter gives an answer which is logical, Example: “If they have already killed my family, friends, my brother peasant, do I have another recourse but to take up arms?”
- Insinuation consists of intentionally presenting an incomplete thought to be completed mentally by the audience. Example: “They promised political pluralism and delivered tyranny; they promised social justice and they have increased poverty.” “They offered press freedom and delivered censorship.” “They promised the world a government which cares about the Folk.....”

Politics and the English Language – George Orwell (1946)

- Never use a metaphor, simile, or other figure of speech which you are used to seeing in print.
- Never use a long word where a short one will do.
- If it is possible to cut a word out, always cut it out.
- Never use the passive where you can use the active.
- Never use a foreign phrase, a scientific word, or a jargon word if you can think of an everyday English equivalent.
- Break any of these rules sooner than say anything outright barbarous.

The Art of the Deal – Donald Trump (1987)



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- Think Big.
- Protect the downside and the upside will take care of itself.
- Maximize the options.
- Know your market.
- Use your leverage.
- Enhance your location.
- Get the word out.
- Fight back.
- Deliver the goods.
- Contain the costs.
- Have fun.

## Recruitment

The initial recruitment to the movement if involuntary will be carried out by means of several "private" consultations with a cadre (without the recruit realizing that he is speaking to one of our members). Afterwards, the recruit will be informed that he or she is already in the movement, and will be running the risk of harassment by the enemy or imprisonment if he or she does not cooperate. They must be educated and become well versed in the history of their country. They must not only know the truth, but be able to explain it in detail the origin, causes, problems and the solution. It should be explained to those who understand the Great Replacement, why the accelerationist solution is the only solution. Tests must be in place to prove their knowledge. For example a recruit could write a hand-written 10 page essay describing the cultural subversion of his country, without using the internet or any outside help. Handwritten notes should be completely destroyed immediately after. After a chain of voluntary recruitments has been developed, and their reliability has been established by completing some minor missions, they will be instructed on widening the chain by recruiting in specific target groups, according to the following procedure:

- From among their acquaintances or through observation of the target groups—political parties, labor unions, youth groups, farming organizations, etc.—find out the personal habits, preferences and aversions, as well as the weaknesses, of the recruitable individuals.
- Make an approach through an acquaintance, and if possible, develop a friendship, attracting (the individual) by means of his preferences or weaknesses; possibly by inviting him to lunch in a restaurant he likes, or to have a drink in his favorite bar, or an invitation to dinner in a place he prefers.

Recruitment should follow one of the following patterns:

- If in an informal conversation the target seems susceptible to voluntary recruitment based on his beliefs and personal values, etc., the political cadre assigned to carry out recruitments will be notified. The original contact will indicate to the assigned cadre in detail all that he knows about the possible recruit, and the style of persuasion that should be used, and introduce the two.

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- If the target does not seem susceptible to voluntary recruitment, meetings which will seem accidental can be arranged with guerrilla leaders of political cadre (unknown to the target until then). The meeting will be done so that "other persons" know that the target was there, because they saw him arrive at a certain house, or seated at a table in a certain bar, or even seated on a park bench. The target is then confronted with the fact of his participation in the insurrection and he will also be told that if he fails to cooperate or to carry out future orders, he will expose himself to reprisals on the part of the regime's police or military.
- Notification of the police, informing on a target who refuses to join the guerrillas, can be easily carried out, when it is necessary, by means of a letter with false declarations by citizens who are not implicated in the movement. Care must be taken so that the person who recruited him covertly should not be uncovered.
- With the completion of clandestine missions for the movement, the involvement and commitment of each recruit will gradually become greater, and his confidence will increase. This should be a gradual process, in order to prevent confessions from frightened individuals to whom very difficult or dangerous missions have been assigned too early.

Established citizens - such as doctors, lawyers, businessmen, landowners, etc. will be recruited into the movement and used for the internal control of groups and associations to which they belong or may belong. Many may be irredeemable since they have lived their entire lives believing the lies given to them by the government and mass media but wherever a person actively seeks out the truth, there is a way. Once the recruitment/involvement has been accomplished, and has progressed to a point of reliability which permits specific instructions to be given to the cadre in order to begin to influence their groups. Resentment against the government should be fostered at every feasibly opportunity. Expose the anti-white media bias. Remind them that the government harms white families, while enriching foreign immigrants. Give them examples which apply to them on how mass non-white immigration negatively effects them. Spare no detail in describing the crimes of the invaders. Explain to the unemployed, how the immigrants take their jobs, take their housing, while native Europeans are left starving and homeless. Explain how the international mega-corporations are slave-drivers. Tell the farmer how the government swindles him. Tell the mother how the government harms her children. Tell the businessman how the exorbitant taxes enforced by the government are used against him. Tell the independent shop owner, how the government actively wants to destroy his livelihood through lockdown dictations. Tell the artist how his work is undervalued, and made a mockery of by liberals. Tell the independent filmmaker how a select few companies crush their opposition. In each and every class, creed, occupation, background, local district, whether christian, pagan, or non-religious, man or woman alike, each group has reasons to despise the Zionist Occupation Governments as it is a threat to all European people. Even the Chinese oppressed by the Communist state, Koreans and Japanese too, are damaged by the ZOG and have great reason to destroy it. We must repeat phrases frequently to let the people know, for instance, that:

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- The taxes they pay to the government do not benefit the people at all, and that, on the contrary, they are used in the form of exploitation and to enrich government officials.
- Make evident to them that the people have been turned into slaves, and are being exploited by the Zionist regime.
- If they do nothing, then life will continually become worse for them.

In all of the target groups, after the frustrations have been established, the hostility towards the obstacles to their aspirations will gradually be transferred toward the present regime and its system of repression. The guerrilla cadre working among the target groups should always maintain a low-key presence, so that the development of hostile feelings towards the Zionist regime will seem to come spontaneously from the group's members, and not from the cadre's suggestions. This is subjective internal control. The anti-government hostility should be generalized and not necessarily in our favor. If a group develops a favorable feeling towards us it can be used. But the main goal is to prearrange the target groups to be included latter in the mass organizations for the Operation when some other activities have been developed successfully. Our psychological war team must develop in advance a hostile mental attitude among the target groups, so that at the given moment they can turn their anger into violence, reclaiming their birthright.

Internal cadres of our movement should be organized into cells of three persons, with only one of them having contact outside of the cell. The three-man cell is the basic element of the movement; it has frequent meetings in order to receive orders and pass on information to the cell leader. These meetings are also very important for the cell members' encouragement of each other as well as for their morale. They should carry out self-criticism on the successes and failures in completing individual missions of subjective control. Coordination of the three-member cell provides a secure network for two-way communication, each member having contact with only one operational cell. Members shall not reveal in cell coordination meetings the identity of their contact in an Operational cell; they shall divulge only the nature of the activity in which the cell is involved, e.g., political work, medical work. There is no hierarchy of cells beyond an element of coordination with the Zone Commanders through whom direct, but secret, contact will be maintained with the commander of our guerrilla group in the operational area or zone. For every three Operational cells we need a coordination cell.

Leaders must facilitate positive interaction between civilians and guerrillas, by the principle of "live, eat and work with the people," and they should maintain control of this activity. In group discussions, the leaders and political cadres must emphasize a positive identification with the people. Talking about tactical military plans in discussions with civilians should not occur. The Capitalist-Communist enemy must be identified as the number one enemy of the people, and as a secondary threat against our guerrilla forces. As long as there is an opportunity, we must choose groups of elements who have a high degree of political awareness and high discipline in the work to be performed, to be sent to populated areas in order to conduct the armed propaganda. They must persuade people through dialogue in face-to-face encounters, following these principles:

- Respect of basic rights and respect of other's property
- Helping people in community work

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- Protecting people from enemy aggression
- Teaching about the environment and National Socialism

These activities will arouse the people's sympathy towards our movement, and he will immediately become one of ours, through logistical support, cover and intelligence information about the enemy, or participation in combat. Guerrillas must be persuasive through the word and not overbearing through their weapons. When they behave this way, the people will feel that they are respected, and will be more inclined to accept our message, thus consolidating popular support.

### Persuasion in Chats or Speeches:

- Be simple and concise. Avoid the use of difficult words or expressions. Prefer popular words and expressions, that is, the language of the people. In dealing with a person, make use of concise language, avoiding complicated verbiage. It should be recalled that we use oratory to make our people understand the reason for our struggle and not to show our knowledge.
- Use vivid and realistic examples. Avoid abstract concepts, such as those used in universities in the higher years; instead of them, give concrete examples that they can easily imagine and apply to themselves.
- Use gestures to communicate. In addition to verbal communication, we can communicate through gestures, such as moving our hands expressively, movements of the back, facial expressions, focusing our glance, and other aspects of body language, projecting the individual personality in the message.
- Use the appropriate tone of voice. If in addressing the people one speaks about happiness, one will have to use a happy tone. If one speaks of something sad, the tone of voice must be of sadness; in speaking of a heroic act or act of valor, one will speak with an animated voice, etc.
- Above all, be natural. One must avoid imitating others, since people, especially simple people, can easily detect a charlatan. One will have to project one's individual personality when addressing the population.

Stop trying to persuade the general population with statistics, charts, tablets and figures. A a one-point-seven percentage point difference may mean something to a few, but a ingeniously worded expression or brilliantly crafted poster will convince the many. Humans are emotional, they are driven by emotions, guided by emotions and seek emotion expressions and experiences. Monotonous repetition of immigration facts and statistics will simply bore the masses, and drive the people away from the stale and uninspired speakers that propagate them. Be creative, be expressive, be emotional and above all be passionate. These are the things that speak to people, connect people, drive people. Paint, write, sing, dance, recite poetry. Hell, even meme. Create memes, post memes, and spread memes. Memes have done more for the ethno-nationalist movement than any manifesto. Above all, just don't be stale, placid and boring. No one is inspired by Jeb Bush. BE PASSIONATE, NOT PLACID – Brenton Harrison Tarrant of Grafton, Australia



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Psychological tactics will have the maximum flexibility within a general plan, permitting a continuous and immediate adjustment of the message, and making sure to create an impact on the indicated target group, at the moment at which it is most susceptible. Tactically, a program of Armed Propaganda Teams should cover the greater part, and if possible all, of the operational territory. The communities in which the propaganda will be conducted will not necessarily have to coincide with political units of an official character. A complete understanding of their structure or organization is not necessary, because the cadres will Operate by applying social-political action and not academic theory. The target populations of the Armed Propaganda Teams will be selected because they are part of the operational area, and not because of their size or the extent of their territory.

- The objective is the people, not the territorial area.
- The team will always have to move in a covert manner within the population centers of its area. It will have to vary its route radically, but not its itinerary. This is so that the inhabitants who are cooperating may depend on its itinerary, that is, on the time at which they may frequently contact it to give it information.
- The danger of betrayal or ambush can be neutralized by varying the itinerary slightly, using different routes, as well as by arriving or leaving without advance notice. While the surprise factor is used, vigilance will have to be exercised in order to detect the possible presence of hostile elements.

One should not stay more than three consecutive days in one populated place. The three-day limit has obvious tactical advantages, but it also creates a psychological effect on the people when they see the team as a source of current and up-to-date information. Also, it may overexpose the target audience and cause a negative reaction. Basic tactical precautions will have to be taken.

In their free time, our guerrillas should mingle with the community groups and participate with them in community activities, birthdays, and even in wakes or burials of members of the community. They will try to talk with both adults and adolescents. They will try to penetrate within the family, in order to gain the acceptance and trust of all the residents of the sector. The cadres of the Armed Propaganda Teams will give ideological training, mixing these instructions with folk songs, and at the same time telling stories which have some attraction, trying to have them allude to heroic acts of our ancestors. They will also try to tell of the acts of heroism of our fighters in the present struggle, so that the listeners may try to imitate them. The resistance fighter must establish close relations through an identification with the people, by means of the same customs, determine the basic needs and desires of the different target groups and discover the weaknesses of the government. Little by little, sowing the seed of National Socialist revolution, in order to change the vices of the regime towards a new order of justice and collective well-being.

For the economic interest groups, such as small businessmen and farmers, we must emphasize that their potential advantages are "limited" by the ZOG, that the "resources are-increasingly scarce, profits are minimum, taxes high, etc. This may be applied to transportation entrepreneurs and others. For elements ambitious for power and social position, we will emphasize that they will never be able to belong to the government social class, since

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their circles of power are hermetically closed. The Zionist Occupation favors a cabal of initiated Freemasons and Jews, while hard-working white people are to be serfs in their agenda. Intellectual critics should be shown that their writings, comments or conversations are censored, which does not allow a corrections of these problems. Once the needs and frustrations of the target groups have been determined, the hostility of the people toward the present regime and its repressive system will increase. The people will be made to see that once this system or structure is eliminated, the cause of their frustrations would be eliminated and they could make their wishes come true. It must become evident for the population that supporting the insurrection is really supporting their own desires, since the National Socialist movement is aimed at the elimination of these specific problems. Teams must not turn the town into a battlefield. Usually, our guerrillas will be better armed, for which reason they will obtain greater respect from the population if they carry out opportune maneuvers instead of putting their lives in danger, or even destroying their homes in an encounter with the enemy inside the town.

## **Broadcasting**

A broadcast signal intrusion is the hijacking of broadcast signals of radio, television stations, cable television broadcast feeds or satellite signals. Hijacking incidents have involved local TV and radio stations as well as cable and national networks. Although television, cable and satellite broadcast signal intrusions tend to receive more media coverage, radio station intrusions are more frequent, as many simply rebroadcast a signal received from another radio station. All that is required is an FM transmitter that can overpower the same frequency as the station being rebroadcast. Other methods that have been used in North America to intrude on legal broadcasts include breaking into the transmitter area and splicing audio directly into the feed. As a cable television operator connects itself in the signal path between individual stations and the system's subscribers, broadcasters have fallen victim to signal tampering on cable systems on multiple occasions. Broadcast signal intrusion was a common practice in the Soviet Union during the 1970s and 1980s due to the absence of and high demand for any non-government broadcasting.

## Operation Security (OPSEC)

The first step toward determining appropriate targets, objectives, and other supporting efforts is to establish an understanding of the enemy's capabilities and intentions. Key questions include: What are the enemy's tactical, operational, and strategic capabilities and efforts to ensure control over the population? Where is the enemy vulnerable to guerrilla or underground operations?

Good security minimizes the possibility of being surprised and the consequences of being surprised. Loose lips in warfare get people killed. Compromises of operational information may occur hundreds of miles from the operational area. Personnel should take the following precautions:

- All Information is critical information
- Limit the use of real names with resistance members.
- Provide code names for all coordinators.
- Keep operational information on a need-to-know basis.
- Maintain internal communications procedures that indicate a compromise of info
- Play it close to the vest, especially about upcoming operations.
- Ease new members into positions of trust. Give them small amounts of information at first, and listen for it being repeated by anyone.
- Enforcement of security procedures should be one of the highest priorities, with reprimands and other punishments administered equal to the offense.
- Watch what you say on radios and telephones. Presume all transmissions are being monitored – even when you're on hold. Do not openly discuss any of your activities
- Your unit can initially masquerade as a paint-ball team, which justifies the people in fatigues. Web gear, helmets and guns should be brought to exercises in duffel bags.
- Avoid storing incriminating tools or other equipment in your home or vehicle. This includes maps and documents. Use a safe house, storage locker or hide them in the woods.
- Avoid predictable patterns. Vary the days, nights, locations and methods you use.
- When on missions, do not carry IDs, wallets, smartphones, key rings or anything that might identify you.

Throughout history, secret groups have reinforced group cohesion with the use of secrecy and loyalty oaths. It is important that members openly and directly declare their willingness to protect one another. Psychologically, the act of swearing loyalty is of far greater value than the assumption of the same. The memory of the event can give that added ounce of strength under enemy questioning, when most groups come unraveled. Here is an example:

I do swear, before God and the personnel assembled, that I will:

- ✓ Follow the orders of my leaders to the best of my ability.
- ✓ Keep the identities of all my fellow soldiers a secret and not give in under threats, torture or prison to the point of death.
- ✓ Keep all knowledge of militia activities and resources a secret to the point of death.

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- ✓ Not abuse my authority or the power of my weapons.
- ✓ Be a friend of the common citizen.
- ✓ Never forget that I am the last hope of freedom.

### **PERFECT OPSEC IS AN ILLUSION. THE ONLY PATH TO VICTORY IS THROUGH DETERMINED ACTION AND VIOLENT INSURRECTION.**

It is highly encouraged to assign certain people within your combat unit the role of maintaining OPSEC/INFOSEC and developing this understanding among the rest, not through constant discussion, but through timely updates, should their behaviors deviate from agreed upon procedures. Ultimately, the modern revolutionary must be agile and aware, this Appendix is a collection of modern tools to supplement a strident behavioral style. A sufficient degree of OPSEC to provide reassurance and guide actions is to be weighted against paranoia and inaction. Ultimately, it is preferential to discount OPSEC in favor of revolutionary action and a coherent understanding of National Socialist principles, especially as they apply to continuous improvement.

Communication should be done quickly and to the point. The code and format of communication should be prepared in advance. Radios and phones should be used away from CCTV and away from homes. Phone numbers should be memorized and not recorded. If someone has to write them, he should do so using a code so they do not appear as telephone numbers (figures from a shopping list, etc.) The caller and person called should mention some words or sentences prior to bringing up the intended subject. The brother who is calling may misdial one of the digits and actually call someone else. The person called may claim that the call is for him, and the calling person may start telling him work-related issues and reveal many things because of a minor error. If a line of communication is compromised all parties who were using it should be notified as soon as possible in order to take appropriate measures. If the organization manages to obtain jamming devices, it should use them immediately.

#### OPSEC Basics:

- Separate your normal browsing from all "illicit" activities. Have one device for normal internet usage, and one device for "illicit" activities.
- Full disk encryption of all your drives. Don't write down the password.
- Use Tor for all "illicit" activities. Don't do or browse any incriminating shit on clearnet.
- Be careful not to log to your clearnet account on Tor, don't use same files and filenames neither. Don't follow same browsing habits.
- Use only secure communication
- Make regular data backups on encrypted flash drives and MicroSD cards, which you then physically hide. Store these backup drives outside of your home and places that you stay. You can also hollow out every day objects like broomsticks and table legs to conceal flash drives.
- Do not use smartphones for any "illicit" activities. Smartphones are designed specifically for mass surveillance. There is nothing you can do to remove the spying features.

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Sam Culper: Security A Resistance Manual

<https://archive.org/details/SamCulperSecurityAResistanceManual>

Prism break

<https://prism-break.org/>

'I've Got Nothing to Hide' and Other Misunderstandings of Privacy

[https://papers.ssrn.com/sol3/papers.cfm?abstract\\_id=998565&](https://papers.ssrn.com/sol3/papers.cfm?abstract_id=998565&)

Why Privacy Matters - Ted Talk

[https://www.ted.com/talks/glenn\\_greenwald\\_why\\_privacy\\_matters](https://www.ted.com/talks/glenn_greenwald_why_privacy_matters)

Hacker OPSEC

<http://grugq.github.io/>

Infosec news and resources

<http://infosecisland.com>

Physical OPSEC and Usage Behavior

<http://archive.is/IM6ZA>

Prevent yourself from being doxed

<http://archive.is/lqJCN>

<http://archive.is/deaBB>

<https://pastebin.com/8zGxwtEB>

Removing exif and meta data

<http://archive.is/Cf2Sf>

Create false leads

<http://archive.is/hP1wm>

## Radio

Radio provides a form of communications in military operations that has advantages other forms do not. But there is a price paid for this speed-security. To limit the effects of this security issue yet still use the speed of radio, the radio operator must be aware of how it becomes a security problem and take defensive measures to minimize the risk. Early in an insurgency, the use of radios should be highly restricted, especially if the enemy has any type of sophistication or has allies that do. This is because by using radio direction finding (RDF) equipment, the transmitter can be located within a few meters within seconds under excellent conditions. There should never be a radio transmission from a guerrilla base unless enemy contact has been made and they already are aware of the exact location of the base. Radio



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transmitters emit energy from the antenna. Depending on the design, the radio can emit energy if it is just turned on. The most significant amount of energy is, of course, emitted during transmission. The type of antenna used helps determine the direction or directions of the bulk of the transmitted energy. Some antennas are directional, some are bi-directional, and some are omnidirectional (360 degrees). By selecting the correct type of antenna, most of the energy can be directed toward the intended reception station and not in other directions. The frequency that is used makes a big difference as to the angle of energy transmitted. Higher frequency energy leaves the antenna at a flatter angle. High frequency, or HF, radio waves have what is called a "sky wave" and "ground wave." The sky wave leaves the antenna and is refracted off the ionosphere and returns to earth, allowing long-range communications. The ground wave leaves the antenna and travels at an angle toward the ground.

VHF frequencies transmit the bulk of their energy at a slight angle toward the ground, giving what is termed "line of sight" communications. This means that if a large mass (such as a mountain) is in the way, reception is difficult if not impossible. The characteristics of the radiation patterns can be used to the advantage of the operator to help prevent the enemy from receiving the signal. For instance, if VHF frequencies are used, the transmitting operator can use hills and mountains to mask his transmissions. The radio operator should always assume that the enemy is listening. He should keep transmissions as short as possible, not transmit from or near a base, use masking techniques, and, if possible, use directional antennas. To help keep the transmissions short and add to security, the operator should use call signs, code words, and brevity codes.

Call signs are meaningless names given to the unit or individuals that are known only to those with the need to know. Code words are used to give uncommon names to things so that others will not know what is being referred to. Do not use obvious code words such as "sticks" to mean rifles or "big guy" to indicate a leader. Code words should be changed often.

Brevity codes are used most often when ordering supplies. Numbers given to items in a supply catalog are used as brevity codes. As an example, 112 could mean rifles, 111 could mean rice, 443 could indicate grenades, etc. Often a number will indicate not only the type of supplies requested but also the amount. So 16 7 could indicate 500 rounds of ammunition, 456 could indicate 2,000 rounds of ammunition, and 432 could mean 10 kg of rice. If the guerrillas have the technology, burst transmissions can be used to keep the transmissions short. Packet radio is a technology that is cheap and available in many places. Packet radio uses a personal computer, special software, packet modem, and radio to send messages at much higher speed than they could be spoken. This text does not intend to teach you the many details of how to be a radio operator. Rather, it gives an insurgent a basic understanding of the security matters involved and advises that radio operations should be done by trained personnel.

### Tor

Despite its weaknesses, it is the best platform for internet security proved it is used correctly. The NSA has made little progress against Tor. If seeking security of "the greatest degree technically feasible" such as when facing ZOG or an enemy well-funded government with significant visibility or control of the Internet you must take into consideration the warnings that Tor is not sufficient to protect you from such an actor. Consider whether you truly need this level of protection. If having your activity discovered does not put your life or liberty at risk, then you probably do not need to go to all of this trouble. But if it does, then you absolutely must be vigilant if you wish to remain alive and free. To date, the NSA and FBI's primary attacks on Tor users have been Man-in-the-middle (MITM) attacks (NSA) and hidden service web server compromises (FBI) which either sent tracking data to the Tor user's computer, compromised it, or both. Thus, you need a reasonably secure system from which you can use Tor and reduce your risk of being tracked or compromised.

#### Your Computer:

1. Don't use Windows. Microsoft Windows is NSA spyware. This also means don't use the Tor Browser Bundle on Windows. Vulnerabilities in the software in Tor browser button figure prominently in both the NSA slides and FBI's recent takedown of Freedom Hosting.
2. If you can't construct your own workstation capable of running Linux and carefully configured to run the latest available versions of Tor, consider using Tails or Whonix instead, where most of this work is done for you. It's absolutely critical that outgoing access be firewalled, so that third party applications cannot accidentally leak data about your location.
3. If you are using persistent storage of any kind, ensure that it is encrypted. Current versions of LUKS are reasonably safe, and major Linux distributions will offer to set it up for you during their installation. TrueCrypt might be safe, though it's not nearly as well-integrated into the OS. BitLocker might be safe as well, though you still shouldn't be running Windows.
4. Remember that your computer must be kept up to date. Whether you use Tails or build your own workstation from scratch or with Whonix, update frequently to ensure you are protected from the latest security vulnerabilities. Ideally, you should update each time you begin a session, or at least daily. Tails will notify you at startup if an update is available.
5. Be very reluctant to compromise on JavaScript, Flash and Java. Disable them all by default. If a site requires any of these, visit somewhere else. Enable scripting only as a last resort, only temporarily, and only to the minimum extent necessary to gain functionality of a web site that you have no alternative for.
6. Viciously drop cookies and local data that sites send you. Neither the Tor browser button nor Tails do this well; consider using an addon to erase all cookies.
7. Your workstation should be a laptop; it must be portable enough to be carried with you and quickly disposed of or destroyed.
8. Don't use Bing, DuckDuckGo or Google to search the Internet. Searx and startpage are good alternatives.

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### Your Environment

Tor contains weaknesses which can only be mitigated through actions in the physical world. An attacker who can view both your local Internet connection, and the connection of the site you are visiting, can use statistical analysis to correlate them.

- Never use Tor from home, or near home. Never work on anything sensitive enough to require Tor from home, even if you remain offline. Computers have a funny habit of liking to be connected. This also applies to anywhere you are staying temporarily, such as a hotel. Never performing these activities at home helps to ensure that they cannot be tied to those locations. (Note that this applies to people facing advanced persistent threats. Running Tor from home is reasonable and useful for others, especially people who aren't doing anything themselves but wish to help by running an exit node, relay, or bridge.
- Limit the amount of time you spend using Tor at any single location. While these correlation attacks do take some time, they can in theory be completed in as little as a day. And while the enemy are very unlikely to show up the same day you fire up Tor at Starbucks, they might show up the next day. I recommend for the truly concerned to never use Tor more than 24 hours at any single physical location; after that, consider it burned and go elsewhere. This will help you even if the enemy show up six months later; it's much easier to remember a regular customer than someone who showed up one day and never came back. This does mean you will have to travel farther afield, especially if you don't live in a large city, but it will help to preserve your ability to travel freely.
- When you go out to perform these activities, leave your cell phone turned on and at home.

### Your Mindset

Many Tor users get caught because they made a mistake, such as posting their real E-mail address in association with their activities. You must avoid this as much as possible, and the only way to do so is with careful mental discipline.

1. Think of your Tor activity as pseudonymous, and create in your mind a virtual identity to correspond with the activity. This virtual person does not know you and will never meet you, and wouldn't even like you if he knew you. He must be kept strictly mentally separated.
2. If you must use public Internet services, create completely new accounts for this pseudonym. Never mix them; for instance do not browse Facebook with your real E-mail address after having used Twitter with your pseudonym's E-mail on the same computer. Wait until you get home.
3. By the same token, never perform actions related to your pseudonymous activity via the clearnet, unless you have no other choice (e.g. to sign up for a provider who blocks Tor), and take extra precautions regarding your location when doing so.
4. If you need to make and receive phone calls, purchase an anonymous prepaid phone for the purpose. This is difficult in some countries, but it can be done if you are creative enough. Pay cash; never use a debit or credit card to buy the phone or top-ups. Never insert its battery or turn it on if you are within 10 miles (16 km) of your home, nor use a

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phone from which the battery cannot be removed. Never place a SIM card previously used in one phone into another phone. Never give its number or even admit its existence to anyone who knows you by your real identity. This may need to include your family members.

### Hidden Services

Silk Road and Freedom Hosting are two prominent examples of hidden services being deplatformed. Hidden services are weaker than they should be. The GCHQ has a program named ONIONBREATH which focuses on hidden services but nothing else is known about it. In addition, since hidden services must often run under someone else's physical control, they are vulnerable to being compromised via that other party. Thus, it's even more important to protect the anonymity of the service, as once it is compromised in this manner, it's pretty much game over. The advice given above is sufficient if you are merely visiting a hidden service. If you need to run a hidden service, do all of the above, and in addition do the following. Note that these tasks require an experienced system administrator; performing them without the relevant experience will be difficult or impossible.

1. Verify the most current state of intelligence on any enemy intelligence network
2. Do not run a hidden service in a virtual machine unless you also control the physical host. Designs in which Tor and a service run in firewalled virtual machines on a firewalled physical host are OK, provided it is the physical host which you are in control of, and you are not merely leasing cloud space.
3. A better design for a Tor hidden service consists of two physical hosts, leased from two different providers though they may be in the same datacenter. On the first physical host, a single virtual machine runs with Tor. Both the host and VM are firewalled to prevent outgoing traffic other than Tor traffic and traffic to the second physical host. The second physical host will then contain a VM with the actual hidden service. Again, these will be firewalled in both directions. The connection between them should be secured with IPsec, OpenVPN, etc. If it is suspected that the host running Tor may be compromised, the service on the second server may be immediately moved (by copying the virtual machine image) and both servers decommissioned. Both of these designs can be implemented fairly easily with Whonix.
4. Hosts leased from third parties are convenient but especially vulnerable to attacks where the service provider takes a copy of the hard drives. If the server is virtual, or it is physical but uses RAID storage, this can be done without taking the server offline. Again, do not lease cloud space, and carefully monitor the hardware of the physical host. If the RAID array shows as degraded, or if the server is inexplicably down for more than a few moments, the server should be considered compromised, since there is no way to distinguish between a simple hardware failure and a compromise of this nature.
5. Ensure that your hosting provider offers 24x7 access to a remote console (in the hosting industry this is often called a KVM though it's usually implemented via IPMI which can also install the operating system). Use temporary passwords/passphrases during the installation, and change them all after you have Tor up and running (see below). The remote console also allows you to run a fully encrypted physical host, reducing the risk of data loss through physical compromise; however, in this case the

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passphrase must be changed every time the system is booted (even this does not mitigate all possible attacks, but it does buy you time).

6. Your initial setup of the hosts which will run the service must be over clearnet, albeit via SSH; however, to reiterate, they must not be done from home or from a location you have ever visited before. As we have seen, it is not sufficient to simply use a VPN. This may cause you issues with actually signing up for the service due to fraud protection that such providers may use. How to deal with this is outside the scope of this answer, though.
7. Once you have Tor up and running, never connect to any of the servers or virtual machines via clearnet again. Configure hidden services which connect via SSH to each host and each of the virtual machines, and always use them. If you must connect via clearnet to resolve a problem, again, do so from a location you will never visit again.
8. Hidden services must be moved regularly, even if compromise is not suspected. A 2013 paper described an attack which can locate a hidden service in just a few months for around \$10,000 in cloud compute charges, which is well within the budget of even some individuals. It is safer, though not at all convenient, to move the hidden service at least monthly. Ideally, it should be moved as frequently as possible, though this quickly veers into the impractical. Note that it will take approximately an hour for the Tor network to recognize the new location of a moved hidden service.

### Conclusion

Anonymity is hard. Technology alone, no matter how good it is, will never be enough. It requires a clear mind and careful attention to detail, as well as real-world actions to mitigate weaknesses that cannot be addressed through technology alone. As has been so frequently mentioned, the attackers can be bumbling fools who only have sheer luck to rely on, but you only have to make one mistake to be ruined. We call them "advanced persistent threats" because, in part, they are persistent. They won't give up, and you must not.

<https://www.torproject.org/download/download-easy.html.en#warning>

### TOR + VPN and Advanced Considerations

If you wish to proceed past this point you will need to have a deep understanding of exactly what a VPN is and how internet connections operate on a fundamental level. If any of the terminology used before confuses you then find somebody more competent to interpret the following section.

#### Using a VPN and Tor

<https://trac.torproject.org/projects/tor/wiki/doc/TorPlusVPN>

## VPNs

When purchasing a VPN there are multiple factors to consider. It must not store logs, as if Law Enforcement demands your IP then you are screwed. The only way to see if a VPN 'service' stores logs, is visiting the servers yourself, however this is impractical. American



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VPNs are forced to give logs if Law Enforcement asks for it, even if the VPN 'service' claims not to keep logs. It is best to have a VPN 'service' outside of the 5 Eyes countries. A good VPN should have a killswitch so that if the connection from the vpn server drops your real IP is not leaked. It should also have DNS protection and prevent WebRTC leaks. You will want to pay for the VPN anonymously, so it should accept BTC or Monero payment.

You -> VPN/SSH -> Tor

You can route Tor through VPN/SSH services. That might prevent your ISP etc from seeing that you're using Tor (VPN/SSH Fingerprinting below). On one hand, VPNs are more popular than Tor, so you won't stand out as much, on the other hand, in some countries replacing an encrypted Tor connection with an encrypted VPN or SSH connection, will be suspicious as well. SSH tunnels are not so popular. Once the VPN client has connected, the VPN tunnel will be the machine's default Internet connection, and TBB (Tor Browser Bundle) (or Tor client) will route through it. This can be a fine idea, assuming your VPN/SSH provider's network is in fact sufficiently safer than your own network. Another advantage here is that it prevents Tor from seeing who you are behind the VPN/SSH. So if somebody does manage to break Tor and learn the IP address your traffic is coming from, but your VPN/SSH was actually following through on their promises (they won't watch, they won't remember, and they will somehow magically make it so nobody else is watching either), then you'll be better off.

You -> Tor -> VPN/SSH

You can also route VPN/SSH services through Tor. That hides and secures your Internet activity from Tor exit nodes. Although you are exposed to VPN/SSH exit nodes, you at least get to choose them. If you're using VPN/SSHs in this way, you'll want to pay for them anonymously (cash in the mail (WARNING: Your printer may leave identifying microdots on the page. Research if your printer leaves microdots.) Liberty Reserve, well-laundered Bitcoin, etc). However, you can't readily do this without using virtual machines. And you'll need to use TCP mode for the VPNs (to route through Tor). Establishing VPN connections through Tor is chancy, and requires much tweaking. Even if you pay for them anonymously, you're making a bottleneck where all your traffic goes – the VPN/SSH can build a profile of everything you do, and over time that will probably be really dangerous.

### VPN/SSH Fingerprinting

Using a VPN or SSH does not provide strong guarantees of hiding your the fact you are using Tor from your ISP. VPN's and SSH's are vulnerable to an attack called Website traffic fingerprinting

1. Very briefly, it's a passive eavesdropping attack, although the adversary only watches encrypted traffic from the VPN or SSH, the adversary can still guess what website is being visited, because all websites have specific traffic patterns. The content of the transmission is still hidden, but to which website one connects to isn't secret anymore. There are multiple research papers on that topic.
2. Once the premise is accepted, that VPN's and SSH's can leak which website one is visiting with a high accuracy, it's not difficult to imagine, that also encrypted Tor traffic hidden by a VPN's or SSH's could be classified. There are no research papers on that topic. Examining research papers on related topics is a must for those who are in

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charge of INFOSEC and/or OPSEC. Connections to proxies are not encrypted, so this attack is not even required against proxies, since proxies cannot hide the fact that you're using Tor anyway.

3. Chain VPNs and Metadata: Unlike what is often wrongly assumed, metadata is extremely powerful, and chaining multiple VPNs or using simply a VPN or Tor is not that safe. The following may allow you to better evade detection via Metadata:

<https://security.stackexchange.com/questions/121733/how-can-meta-data-be-used-to-identify-users-through-chained-vpns/121738#121738>

## GNU/Linux

GNU/Linux distributions are the only secure operating system. Both Microsoft Windows and Apple software and hardware are completely compromised. Ubuntu and Linux mint are the best for users new to Linux. Examine the features of each distribution and the intention behind using it and hardware it will be booted on. You can dual boot most Linux distributions or live boot them from a USB or CD/DVD.

## Hardware

You will require a burner laptop, avoid at all costs desktop pcs, as you can't bring them with you, plus if there is a Law Enforcement raid, you will find it harder to get rid of it/hide it. Here are the general specs that you will need to work proficiently: a minimum of a 8GB RAM and i5 processor laptop will be enough to handle all the apps and processes running into the VM. Don't include any of your personal information here. Another thing you will need is a burner smartphone, preferably android, which is paid for in cash and unregistered. You might need this one when you will do mobile carding, although you can execute mobile carding even from your laptop.

## External Storage

Buy a USB stick or microSD card. Make sure it has enough storage, you will store all your portable applications and some of the illegal data here. In case you are raided, you can destroy it and all the evidence will be gone. Do not use public wifi in places that you can be recorded by CCTV. Once you have your burner laptop, install VMware or VirtualBox. After installing VMware or VirtualBox, proceed and create a virtual machine, and install an operating system on that. Make sure to give plenty of space for the virtual machine, the more space you give the better it will run as long as your PC is not a potato. Install Firefox, Tor Browser,

### Spoofing

All the websites you are trying to card can read plenty of information about your fingerprinting. The browser fingerprint will be used to identify us and also used as possible evidence against us (in case they have our real IP and other sensitive data). You must look as average as possible for anonymous browsing. The most common OS is Windows 7 and the most common browser is Chrome at the moment. The most common screen resolution is 1366x768. Test your digital fingerprint at [browserleaks.com](https://browserleaks.com/)

<https://browserleaks.com/>

**Do Not Track(DNT):** DNT is a HTTP header that allows the user to avoid tracking his or her actions by third party websites. When you work online, all your actions are saved in your browser cache: visited URLs, search queries, purchases you made in stores, etc. All this data can be read by websites and then used for marketing or analysis purposes. For example, a user typed “buy a bike.” This query is saved in his or her browser cache and is now available for third parties to view. From now on, this user will be able to see bike ads all across the Internet. CCleaner/bleachbit are enough to delete that fingerprint.

**Canvas fingerprinting:** The HTML <canvas> element is used to draw graphics, on the fly, via scripting (usually JavaScript). The <canvas> element is only a container for graphics. You must use a script to actually draw the graphics. Canvas has several methods for drawing paths, boxes, circles, text, and adding images. Well-developed websites sometimes have this fingerprinting measure called canvas which is an HTML element. So basically what they do is that they create a canvas to recognize you every time you browse that site. Firefox has an extension to randomize Canvas.

**WebRTC (Web Real-Time Communication)** is an API definition drafted by the World Wide Web Consortium (W3C) that support sbrowser-to-browser applications for voice calling, video calling, and P2P file sharing without the need of either internal or external plugins. We might be vulnerable to Webrtc IP leaks, WebRTC leaks your actual IP addresses from behind your VPN, by default. You cannot disable or spoof WebRTC on Google Chrome.

**Timezone and clock:** Set the time zone to an area you do not live in.

**Accept Language,** is, together with the User-Agent HTTP header another HTTP header which identifies the network the language used by the system that is making the navigation. Use a different accept language header.

**Email:** Most spam filters on email websites do the following to filter out “spam’ emails.

1. It checks if the email has the name and surname of the customer
2. It calculates the score of the email domain
3. It calculates the age of a specific email since fraudsters are well known for creating quick emails
4. It cross references the email to an internal blacklist of email addresses

Examples of Metadata usage

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- When 2 phones go offline simultaneously and then go online again simultaneously, then the likelihood that those 2 individuals have just met, and are engaged in a secret enterprise, is high.
- One number goes offline and then another goes online (sim switching).
- Someone calls an individual from a foreign country suddenly every week, this could mean that they are planning something.
- Keywords being heard on the mic (processed locally by the user's device) are a good way to efficiently gather intel.
- AI has made similar surveillance extremely effective.
- Another exploit they can use (if they have access to ISP logs) is metadata from Tor usage. If you start using Tor at about 6pm every night, and at 18:05 there is only one person posting on a revolutionary forum for 30'. Then the moment the posting stops, you close Tor and start browsing the internet normally. Then you can be identified.

These are all examples of meta data which can be used by the enemy to identify your online presence.

## Party Van

This concept is only for the most dedicated and technically capable. Implementing it requires determination, good driving and an intimate knowledge of INFOSEC. You will need the following:

- A van or truck. Intimate knowledge of the vehicle and any digital subsystems it may have is a necessity.
- A 'pirate box' hacked router and antenna set-up.
- A small team of 2-5 revolutionaries who are all skilled drivers.
- Food and water, as you will be driving almost continuously for the entire operation.
- A route plan - DO NOT DIGITIZE THE ROUTE PLAN!
- A 'zero-day', or list of common wifi exploits, in order to hack nearby wifi modems.
- Knowledge of how to maintain and operate a botnet, which is the product of this endeavour and can then be used against enemy digital networks.

The concept is simple. You buy rations and get your other supplies stocked up. Then you drive along your route at a leisurely pace hacking as many wifi routers (automatically! Write the script yourself!) along the way as come into range of your signal.

Law enforcement will not identify you as long as you stay on the move and avoid boosting your signal too strongly. Ideally, your connection request should not be visible to nearby wifi users. Ultimately this method depends greatly on personal computer and communications proficiency and is recommended in order to build a botnet within a week or so of continuous driving (take shifts, make sure proper vehicle maintenance is observed prior to departure and use cash at gas stations). The success of such a mission depends on careful planning of digital resources and knowledge of both cellular and 2G/3G/4G networks. If your ISP notices irregular behavior and decides to remove you from their system you must have plans around

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this eventuality. Dynamic IPs and multiple (or spoofed) device IDs are essential to maintain connectivity to the network, or it is entirely possible to perform the operation 'offline' if your configuration settings are adequate and you do not plan on immediately activating the botnet. The topic of botnet management should be carefully planned and directly connected to the following attacks on enemy network infrastructure. This must only be used for the greater good, not for personal gain.

## Surveillance

Hidden cameras can be anywhere. Find them and destroy them.

<https://youtu.be/6lYKunj-RtM>

<https://youtu.be/ggYIsnUgUdU>

<https://youtu.be/N88G1Pp8Qvs>

All smartphones are surveillance devices. There is no way to deactivate these features. Even if a smartphone is switched off, it can still be recording. You must have at least 3 concrete walls between you and a smartphone to be sure that it is not recording your conversation. Smart wireless headphones, Apple Watches, Amazon Echo, Google Home, Smart TVs, Smart Fridges and all internet connected devices are surveillance devices. Anyone in an open plan office could potentially be within reach of hundreds of microphones. All voice activated and "smart" devices are surveillance devices. For a hundred years, microphones consisted of a relatively large membrane whose vibrations were converted to electrical impulses. But starting in the 1980s, engineers worked out ways to make microphones tiny, bordering on microscopic. Most still have a pocket of air trapped behind a vibrating element, but now they can be carved out of silicon, just like the microchips to which they're attached. Smartphones, smart speakers and any other gadget that listens for your voice all use these kinds of microphones. One ongoing challenge for microphones has been physics: The smaller microphones get, the more of them you need to capture a sound, and the more processing of that sound is required. Startups such as Boston-based Vesper Technologies, Inc. — which has received money from Baidu, Bose and Amazon's Alexa Fund — are meeting the challenge with even tinier, yet more capable designs built around minuscule flaps of silicon that generate electric current when bent by sound waves. Vesper claims this gives their microphone unique capabilities, like understanding your voice even in windy conditions, and drawing zero power when awaiting a "wake word," since sound itself generates the power the microphone needs. We're moving toward a world in which everything with a plug or battery can respond to a voice command. Apple's next AirPods could have many of the capabilities that Vesper claims its microphones will enable, such as built-in noise cancellation. (In the past, Apple has used several suppliers for its microphones.) Meanwhile, the CEO of Samsung's consumer-electronics division recently told The Wall Street Journal that by 2020 his company plans to equip every single device it sells—from TVs to refrigerators—with microphones. <https://archive.fo/u2rcj>

The following list of 17 points was written with the absolute human limits of OPSEC in mind. It is to be followed by the most committed of resistance warriors.



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1. Don't use social media at all.
2. Forward secrecy (keep your mouth shut about any personal info if you don't want to expose yourself).
3. Use a cheap private VPN (w/ no IP logging) and Tor browser.
4. Always disconnect your internet (physically) when you are not going to use it. Make sure bluetooth and WiFi is physically disabled. Don't keep it online all the time. If you do, you are asking to be hacked!
5. Use an old burner phone or a jitterbug. Cover up any camera if has one. Jitterbugs are basic cellphones for the disabled/senior citizens. Just a bare basic cell phone where you can take out the battery. Has no internet platform.
6. Flock to flea markets, garage sales, thrift shops to buy older electronics.
7. Do not buy 'smart' appliances! Learn how to maintain and fix older products/utilities too! All IoT (Internet of Things) tech can be used to spy on you, avoid IoT.
8. Never put your real name or personal info into your computer, always use FAKE names / aliases.
9. Face-to-face relationships are the best kind. Don't be afraid to hang with your friends now and then.
10. Always bleach your browser cache / cookies / web logs.
11. Exclude as much personal information you can from your Operating System. Make sure its disconnected offline when not being used. Make sure bluetooth and WiFi is also physically disabled when not in use.
12. Browser Security: Use Noscript add-on. Noscript is a must: make sure to block all global scripts, wipe the whitelist in Noscript and re-configure the whitelist that best fits your browser habits. IPFlood is also a useful add-on to obfuscate IP GET requests. You should use Random Agent Spoofer (or Blender) to spoof your browser & OS metadata while you surf the web, making it a lot harder to track your activity. Tin Foil is another great security add-on.
13. It's best to have two computers, rather than just one. For example, have one just for banking/legit LEGAL purposes. Have another one (completely separated) just for private or illegal activity. Make sure you don't put any personal info in the private computer. Have separate email accounts for each kind of activity.
14. Use encryption and strong passwords! Do not write them down or store them on a computer file. The more characters used, the harder it is for hackers to break. Memorize them!
15. Make sure you physically disconnect your web cam or cover it up with black electrical tape. Most laptops these days come with web cams attached above or below the monitor. Make sure the camera cannot be used to identify you or spy on you in any way.
16. Get rid of your TV, especially if it is a Smart TV. Torrent media instead.
17. Avoid all new digitized vehicles. They can easily be hacked, used to spy on you and even be remotely hijacked by criminal entities and governments.

The biggest threat to your OPSEC is yourself. You must change your behavioral pattern and treat clandestine internet usage completely different to normal browsing. The revolutionary National Socialist WILL NEVER BETRAY HIS RACE OR NATION FOR CREATURE COMFORTS!

## Strategy and Tactics

The National Socialist Warrior is the apex predator in the urban environment. The dynamics of urban guerrilla warfare lie in the guerrilla's violent clash with the military and police forces of the dictatorship. The military and police forces, for their part, respond to the conflict by mobilizing and concentrating greatly superior forces in the pursuit and destruction of the urban guerrilla. The guerrilla must know the terrain of the encounter, take the enemy by surprise and have greater mobility and speed than the police and other repressive forces. The guerrilla's information must be better than the enemy's and he must be in command of the situation, and demonstrate a decisiveness so great that everyone on our side is inspired and never thinks of hesitating, while on the other side the enemy is stunned and incapable of acting. Otto Skorzeny in his book *My Commando Operations* lays out practical examples of wartime maneuvers. Additionally, various Field Manuals from the US military delve deeply into tactics and strategies necessary for continued military success.

The following strategy has proven effective for guerrilla warfare:

1. When the enemy advances, we retreat.
2. When the enemy camps, we harass.
3. When the enemy tires, we attack.

The warrior must be a long-distance walker, to be able to stand up against fatigue, hunger, rain or heat. To know how to hide, and how to be vigilant. To conquer the art of dissembling. Never to fear danger. To behave the same by day as by night. Not to act impetuously. To have unlimited patience. To remain calm and cool in the worst of conditions and situations. Never to leave a track or trail. Not to get discouraged. To fight the ZOG with an iron will.

The urban guerrilla must know how to live among the people, and he must be careful not to appear strange and different from ordinary city life. He should not wear clothes that are different from those that other people wear. Elaborate and high-fashion clothing for men or women may often be a handicap if the urban guerrilla's mission takes him into working class neighborhoods, or sections where such dress is uncommon. The same care has to be taken if the urban guerrilla must move from the South of the country to the North, and vice versa. If he is known and sought by the police, he must go underground, and sometimes must live hidden. Under such circumstances, the urban guerrilla cannot reveal his activity to anyone, since this information is always and only the responsibility of the revolutionary organization in which he is participating. The urban guerrilla must have a great ability for observation. He must be well-informed about everything, particularly about the enemy's movements, and he must be very inquisitive and knowledgeable about the area in which he lives, operates, or travels through. The urban guerrilla must kill the police and all traitors that support our ethnic replacement and destruction. The urban guerrilla must expropriate resources to continue the struggle. The objectives of the urban guerrilla must be clear:

1. The elimination of the Zionist Occupation Governments
2. The removal of all non-white invaders in white countries

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3. The abolition of degeneracy and Cultural Judaism
4. The formation of National Socialist Ethnostates
5. To must secure the existence of our people and a future for White children

In addition, the guerrilla warrior must do the following:

- **Control the Resources:** Take control of and defend the resources needed to sustain the war against ZOG. Food, chemicals, clothing, oil, metals, ammunition, weapons and all supplies needed by guerrilla fighters. Take resources by extreme force and violence if necessary. Assume that the government will enact major restrictions on purchasing anything.
- **Demoralize the enemy:** The execution of traitors must be made publicly known and the victories of National Socialism should be broadcasted continually. Graffiti the walls and buildings of enemy occupation centers. Break their will to resist.
- **Mass:** Mass the effects of overwhelming combat power at the decisive place and time. Synchronizing all the elements of combat power where they will have decisive effect on an enemy force in a short period of time is to achieve mass. Massing effects, rather than concentrating forces, can enable numerically inferior forces to achieve decisive results, while limiting exposure to enemy fire.
- **Morale:** White pills should be frequently disseminated to boost morale and remind National Socialists what we are fighting for; our land, our culture, our history, our history and our race.
- **Optimization:** The optimization of all forces for the strategic goal.
- **Simplicity:** Prepare clear, uncomplicated plans and concise orders to ensure thorough understanding. Never use a long word where a short one will do, if it is possible to cut a word out, always cut it out.
- **Surprise:** The shock and overwhelming of enemy forces in unexpected tactics and locations.
- **Simultaneous attacks:** The establishment of multiple fronts and theaters to overstretch and overwhelm enemy forces.

Know your enemy:

- Become familiar with all the branches of LEA and military units in your area.
- Know the numerical size of the enemy units and their fire-power.
- Know the enemy's response time and avenues of approach.
- Know their strengths and weaknesses.
- Learn to recognize all their vehicles and monitor their communications.
- Attack the enemy at his weak points. The enemy cannot be strong everywhere. Seek and find the decisive targets.
- Attack only when you have a 95% probability of victory. Good reconnaissance, superior fire-power, speed and controlling the time and place of the attack increase your chances of success.
- Never set patterns. When a method works, use it. But do not continually use the same method of operation. Vary your appearance, your vehicles, methods of obtaining supplies, avenues of attack, retreat and the types of targets you attack.

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- Strike where you are least expected. Many times the most important target is weakly defended. Look for over-confident guards, or those who have been the same job for too long and their guard is down.
- Never hesitate to use your most powerful weapons. When the shooting starts, don't hold back. Go for the jugular. Always out-gun your enemy. Being the underdog may win sympathy, but won't win battles. Stack the deck in your favor with numerical strength of at least three, but preferably four, to one over the enemy.
- Limit the length of enemy contact to three minutes. Engaging the enemy for longer times will allow them to radio for help, and force you into a defensive position. Shoot and scoot.
- Never voluntarily take a defensive position. A defensive position is one where the enemy has you boxed in. Either attack or withdraw. If you are attacked, unleash your most powerful weapons, neutralize the attack and relocate.
- Do not allow the enemy freedom of movement or to make decisions. Mobility is life for an army. When that mobility is lost - so is the battle.
- Do not allow the enemy to bring their weapons to bear. This will push you into the defensive. Work fast.
- Always prepare backup forces and vehicles. When the enemy begins to tire, bring in your reserves 10 finish them off.
- Allow for unforeseen problems. Anything can happen once the shit hits the fan. Stay flexible and adapt to the situation.
- Never waste personnel or resources by attacking just to be attacking.
- Analyze the war and battle situation as a whole, find the decisive targets and get them.

### Threats faced by the guerrilla:

- Government security forces and targeted actions of all types
- Competing armed or dissident groups who might enjoy advantage from the defeat or compromise of a rival
- Deserters, collaborators, and informers from within the group who may act out of jealousies, perceived slights, coercion, or profit and because of their special knowledge can generate devastating damage
- Chance occurrences to include carelessness, unrelated changes in government routine (e.g., curfews, identifications, and checks), and even natural disasters.

### Before you go out on a mission:

- Terrain. Make a thorough map study. Make note of critical features as reported by other patrols. Note positions for observation and concealment. Roads and trails. Streams, width, depth, current, underwater obstructions . Bridges and crossing points. Footings in swamps and quagmires. Woods and thickets. Obstructing vegetation such as cactus, brambles
- poisonous plants. Thickness and supporting qualities of ice and snow.
- Weather. Forecast. Moon Phase. Time of darkness and daylight. Expected day and night temperatures throughout mission.
- Enemy. Strength, dispositions, activity by day and night.

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- Locations of weapons, obstacles, minefields, sentries, warning devices. Use and meaning of flares. Patrols; protective cover fire (artillery, aircraft). Attitude, morale, peculiarities. Are prisoners to be taken?
- Civilians. Presence in area and attitude. Alerts by barking dogs and alarms.
- Own Troops. Other partisan activity. Supporting fires, Other support - transportation, communication, medical. Patrols, minefields - gaps through.
- Equipment and Supply. Special weapons and equipment- sniperscope, radio, binoculars, wire cutters, rope, mine detector, night vision. Ammo, pyrotechnics, water, rations.
- Control. Challenge and password. Prearranged code. March objectives, checkpoints. Messages - when and where. Plan A, B, C.
- Make Tentative Plan. Study map--is it up to date? Study enemy situation and its effect on mission. Determine the need of supporting fires and other support. Decide strength of patrol. Select weapons, amount of ammunition, special equipment.
- Coordinate With Others. Other partisan units, representatives of other supporting units. If practical and possible, check to ensure that adjacent units and friendly patrols are told of your route, objectives and general plan of operation. This will avoid accidental exchanges of gunfire and resultant casualties.
- Select Your Personnel, A qualified second in command. Smallest number of personnel essential capable and in good physical condition. No colds, sneezers or coughers. No one with night blindness. If necessary, some swimmers, linguists. First aid person. Guides.
- Issue Warning Order. Tell your personnel that mission is coming and timetable. Brief statement of situation. Organization of the patrol. Direction to all persons concerning weapons, equipment, uniform, removal of identification, to draw special items, ammo, rations. Camouflage. Who second in command is. Who will accompany you on mission. Assembly time.
- Review Reconnaissance. Meet with second in command.
- Check tentative plan against terrain, situation, enemy capabilities. Select route out and alternate route of return. For night patrol, memorize critical terrain features.
- Complete Your Plan. Think over possible plans and check against contingencies. If there is time, make rough sand model of terrain for checking plan. Include provisions for care of wounded. Consider assembly points. Make notes for Patrol Order.
- Final Coordinating. Mortars, artillery, friendly outposts. Latest enemy information. Any additional special equipment.
- Issue Patrol Order. The patrol leader first gives a terrain orientation, then mission instructions.
- Rehearsal. For night patrol, rehearse once in daylight and once at night. Emphasis on personnel knowing routes, assembly points, what to do on enemy contact, what to do at mission objective. How to orient on terrain, by compass, by stars, how and when to fire weapons at night.
- Inspect Patrol. Faces and equipment camouflaged. Sleeves and pant legs taped or strapped. Have each person jump up and down to check for rattles. Nothing shiny. Canteens filled (check to make sure). Fresh batteries in radios. Tuned to proper



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channels. Compasses checked for accuracy. Synchronize watches. Other items complete and in working order.

- Conduct Patrol / Mission. Get there - get it - and get back!
- Mission Report. Share new information with your senior officers and if needed, with friendly units. Issue propaganda release detailing damage done and hopeless position of enemy.

## Preparation

No one can become an urban guerrilla without paying special attention to technical preparation which includes attention to physical condition and knowledge of skills of all kinds. The urban guerrilla can have a strong physical constitution only if he trains systematically. The urban guerrilla must learn and practice the various forms of unarmed fighting, of attack, and of personal defense. Other useful forms of physical preparation are hiking, camping, the practice of survival in the woods, mountain climbing, rowing, swimming, skin diving and training as a frogman, fishing, harpooning, and the hunting of birds and of small and big game. It is very important to learn how to drive a car, pilot a plane, handle a motor boat and a sailboat, understand mechanics, radio, telephone, electricity and have some knowledge of electronics techniques. [Note here that the enemy rarely follows this advice, preferring to engage in carnal pleasures and merely learning a singular role to a good degree. The list of skills mentioned is recommended as you have the willpower and strength to better yourself as compared to their slovenliness. That being said NEVER underestimate your enemy.] It is also important to have a knowledge of topographical information, to be able to determine one's position by instruments or other available resources, to calculate distances, make maps and plans, draw to scale, make timings, and work with an angle protractor, a compass, etc. In the area of "makeshift" medicine, the urban guerrilla has the special role of being a doctor or understanding medicine, nursing, pharmacology, drugs, basic surgery and emergency first aid. The basic question in the technical preparation of the urban guerrilla is, nevertheless, to know how to handle weapons such as assault rifles, handguns, shotguns or explosives. A knowledge of various types of ammunition and explosives is another aspect to consider. Among the explosives, dynamite must be well understood. The use of incendiary bombs, smoke bombs, and other types is also indispensable prior training. To know how to improvise and repair weapons, prepare Molotov cocktails, grenades, mines, homemade destructive devices, how to blow up bridges, tear up and put out of service railroads and railroad cars, these are necessities in the technical preparation of the urban guerrilla that can never be considered unimportant.

When there is no information, the point of departure for planning the action must be investigation, observation and vigilance. This method produces good results. In any event, even when there is information, it is essential to make observations to see that information is not at odds with observation or vice versa. Reconnaissance or exploration of the terrain and the study and timing of routes are so important that to omit them is to make a stab in the dark. The care, conservation, maintenance and camouflaging of expropriated vehicles are very important details of mechanization. When transportation fails, the primary action fails, with

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serious material and morale problems for the urban guerrillas. The selection of personnel requires great care in order to avoid the inclusion of indecisive or wavering persons who present the danger of contaminating others, a danger that must be avoided. The withdrawal is equally or more important than the operation itself, to the point that it must be rigorously planned.

### **Security**

The urban guerrilla lives in constant danger of the possibility of being discovered. The primary security problem is to make certain that we are well-hidden and well-guarded, and that there are secure methods to keep the police from locating us. The worst enemy of the urban guerrilla, and the major danger that we run into, is infiltration into our organization by a spy or informer. Anyone who betrays the National Socialist cause should be killed immediately. Conservatives and "right-wing" people are most likely to inform the police as they submit and obey the Zionist Occupation Government. A well-laid security means there are no spies or agents infiltrated into our midst, and the enemy can receive no information about us even through indirect means. The fundamental way to insure this is to be strict and cautious in recruiting. The danger to the urban guerrilla is that he may reveal himself through carelessness or allow himself to be discovered through a lack of vigilance. It is impermissible for the urban guerrilla to give out his own or any other clandestine address to the police, or to talk too much. Lost documents, calling cards, letters or notes, all these are evidence that the police never underestimate. When leaving an area, all potential evidence, no matter how insignificant should be destroyed and never left behind. It is necessary to avoid keeping archives of legal or illegal names, biographical information, maps or plans. Contact numbers should not be written down, but simply committed to memory. It is necessary to maintain a daily information service about what the enemy appears to be doing, where the police net is operating and what points are being watched. The daily reading of the police news in the newspapers is a fountain of information in these cases. The most important lesson for guerrilla security is never, under any circumstances, to permit the slightest laxity in the maintenance of security measures and precautions within the organization.

### **Bases**

Guerrilla bases may be located in houses and apartments. Apartments in cities are useful for gathering information and observation however have many drawbacks because of mass surveillance.

Security preparations for apartments

- Choose the location carefully, and make sure it is suitable for the size of the work (people, storage, arms and preparation)
- It is easier to escape on the ground floor
- Weapons and other important should be concealed when the location is vacant
- There should be an agreed evacuation plan

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- Nobody should know what it is used for except those who use it
- It is preferable to rent these apartments as anonymously as possible
- It is preferable to rent apartments in areas where people do not know one another.
- Agreement among those living in the apartment on special ways of knocking on the door and special signs prior to entry into the building's main gate to indicate to those who wish to enter that the place is safe and not being monitored. Such signs include hanging out a towel, opening a curtain, placing a cushion in a special way, etc.
- If there is a telephone in the apartment, calls should be answered in an agreed-upon manner among those who use the apartment. That would prevent mistakes that would, otherwise, lead to revealing the names and nature of the occupants.
- Work done inside the apartments should not be visible from other multi-story buildings where surveillance could take place.
- Avoid talking loud because walls are often thin.

## Weapons

The urban guerrilla's weapons are light arms, easily obtained, usually captured from the enemy, purchased, or constructed. Light weapons have the advantage of fast handling and easy transport. In general, light weapons are characterized as being short-barreled. This includes many automatic weapons. Automatic and semi-automatic weapons considerably increase the firepower of the urban guerrilla if used correctly with a good aim and precision firing. Men who are poorly trained convert automatic weapons into an ammunition drain. Hand grenades and conventional smoke bombs can also be considered light weapons, with defensive power for cover and withdrawal. Shotguns can be useful if used at close range and point blank but has drawbacks. Mobility and speed is crucial in guerrilla fighting. The urban guerrilla must know how to shoot well because his life depends on it.

The urban guerrilla's role as a gunsmith has a basic importance. As a gunsmith, he takes care of the weapons, knows how to repair them, and in many cases can set up a small shop for improvising and producing effective firearms. Experience in metallurgy and on the mechanical lathe are basic skills the urban guerrilla should incorporate into his manufacturing plans for the construction of homemade weapons. This production, and courses in explosives and sabotage, must be organized. The primary materials for practice in these courses must be obtained ahead of time, to prevent an incomplete apprenticeship—that is to say, so as to leave no room for experimentation. Molotov cocktails, gasoline, homemade devices such as mortars for firing explosives, grenades made of pipes and cans, smoke bombs, mines, conventional explosives such as dynamite and potassium chlorate, plastic explosives, gelatine capsules, and ammunition of every kind are indispensable to the success of the urban guerrilla's mission. The methods of obtaining the necessary materials and munitions will be to buy them or to take them by force in expropriation actions specially planned and carried out. The urban guerrillas will be careful not to keep explosives and other materials that can cause accidents around for very long, but will always try to use them on their intended targets. The urban guerrilla's weapons and his ability to maintain them constitute his firepower.

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In conventional warfare, combat is generally at a distance with long-range weapons. In unconventional warfare, in which urban guerrilla warfare is included, combat is at short range and often very close. To prevent his own death, the urban guerrilla must shoot first, and he cannot make errors. He cannot waste his ammunition because he does not possess large amounts, and so he must conserve it. Nor can he replace his ammunition quickly, since he is a part of a small team in which each guerrilla has to be able to look after himself. The urban guerrilla can lose no time, and thus has to be able to shoot at once. The urban guerrilla must not fire continuously, using up his ammunition. It may be that the enemy is responding to this fire precisely because he is waiting until the guerrilla's ammunition is all used up. At such a moment, without having the opportunity to replace his ammunition, the guerrilla faces a rain of enemy fire, and can be taken prisoner or killed. The guerrilla cannot enter combat without knowing how to shoot. And when face-to-face with the enemy, he must always be moving from one position to another, since to stay in one place makes him a fixed target and, as such, very vulnerable. The urban guerrilla's life depends on shooting, on his ability to handle his weapons well and to avoid being hit. Accuracy is critical. Shooting must be practiced until it becomes a reflex action on the part of the urban guerrilla. To learn how to shoot and have good aim, the urban guerrilla must train himself systematically, utilizing every practice method shooting at targets. Shooting and marksmanship are the urban guerrilla's water and air. His perfection of the art of shooting may make him a special type of urban guerrilla—that is, a sniper, a category of solitary combatant indispensable in isolated actions. The sniper knows how to shoot at close range and at long range, and his weapons are appropriate for either type of shooting.

### **The firing group**

In order to function, the urban guerrillas must be organized into small groups. A team of no more than four or five is called a firing group. A minimum of two firing groups, separated and insulated from other firing groups, directed and coordinated by one or two persons, this is what makes a firing team. Within the firing group, there must be complete confidence among the members. The best shot, and the one who knows best how to handle his weapon, is the person in charge of operations. The firing group plans and executes urban guerrilla actions, obtains and stores weapons, and studies and corrects its own tactics. When there are tasks planned by the strategic command, these tasks take preference. But there is no such thing as a firing group without its own initiative. For this reason, it is essential to avoid any rigidity in the guerrilla organization, in order to permit the greatest possible initiative on the part of the firing group. The hierarchy system of the military is not present in guerrilla warfare, a unit can decide raids and operations without any orders from a central command. No firing group can remain inactive waiting for orders from above. Its obligation is to act. Any single urban guerrilla who wants to establish a firing group and begin action can do so, and thus becomes a part of the organization. This method of action eliminates the need for knowing who is carrying out which actions, since there is free initiative and the only important point is to greatly increase the volume of urban guerrilla activity in order to wear out the government and force it onto the defensive. The firing group is the instrument of organized action. Within it,

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guerrilla operations and tactics are planned, launched and carried through to success. The general command counts on the firing groups to carry out objectives of a strategic nature, and to do so in any part of the country. For its part, the general command helps the firing groups with their difficulties and with carrying out objectives of a strategic nature, and to do so in any part of the country.

# Standardized Hand Signals For Close Range Engagement (C.R.E.) Operations



One



Two



Three



Four



Five



Six



Seven



Eight



Nine



Ten



You



Me



Come



Listen or I Hear



Watch or I See



Hurry Up



Stop



Freeze



Cover This Area



Go Here or Move Up



Enemy



Hostage



Sniper



Dog



Cell Leader



Column Formation



File Formation



Line Abreast Formation



Wedge Formation



Rally Point



Pistol



Rifle



Shotgun



Ammunition



Vehicle



I Understand



I Don't Understand



Crouch or Go Prone



Breach(er)



Gas



Door



Window



Point of Entry



### Logistics

Conventional logistics can be expressed with the formula FFEA:

F—food

F—fuel

E—equipment

A—ammunition

Conventional logistics refer to the maintenance problems for an army or a regular armed force, transported in vehicles, with fixed bases and supply lines. Urban guerrillas, on the contrary, are not an army but small armed groups, intentionally fragmented. They have neither many vehicles nor rear areas. Their supply lines are precarious and insufficient, and they have no fixed bases except in the rudimentary sense of a weapons factory within a house. Urban guerrilla logistics aim at sustaining operations and tactics which have nothing in common with conventional warfare and are directed against the government and foreign domination of the country. For the urban guerrilla, who starts from nothing and who has no support at the beginning, logistics are expressed by the formula MMWAE, which is:

M—mechanization

M—money

W—weapons

A—ammunition

E—explosives

Revolutionary logistics takes mechanization as one of its bases. Nevertheless, mechanization is inseparable from the driver. The urban guerrilla driver is as important as the urban guerrilla machine gunner. An experienced driver is not made in one day, and apprenticeship must begin early. Every good urban guerrilla must be a driver. As to the vehicles, the urban guerrilla must expropriate what he needs. When he already has resources, the urban guerrilla can combine the expropriation of vehicles with his other methods of acquisition.

Money, weapons, ammunition and explosives, and automobiles as well, must be expropriated. The urban guerrilla must raid factories, storage and supply facilities, armories, and seize explosives and ammunition wherever he finds them. None of these operations is carried out for just one purpose. Even when the raid is to obtain vehicles, the weapons that the guards carry must be taken as well. Expropriation is the first step in organizing our logistics, which itself assumes an armed and permanently mobile character. The second step is to reinforce and expand logistics, resorting to ambushes and traps in which the enemy is surprised and his weapons, ammunition, vehicles and other resources are captured. Once he has weapons, ammunition and explosives, one of the most serious logistics problems facing the urban guerrilla is a hiding place in which to leave the material, and appropriate means of transporting it and assembling it where it is needed. This has to be accomplished even when the enemy is alerted and has the roads blocked. The knowledge that the urban guerrilla possesses of the terrain, and the devices he uses or is capable of using, such as scouts specially prepared and recruited for this mission, are the basic elements in solving the eternal logistics problems faced by the guerrillas.

### Surprise

To compensate for the shortage of weapons compared to the enemy, the urban guerrilla uses surprise. The enemy has no way to combat surprise and becomes confused and is destroyed. The technique of surprise is based upon four essential requirements:

1. We know the situation of the enemy we are going to attack, usually by means of precise information and meticulous observation, while the enemy does not know he is going to be attacked and knows nothing about the attackers.
2. We know the strength of the enemy we are going to attack, and the enemy knows nothing about our strength.
3. Attacking by surprise, we save and conserve our forces, while the enemy is unable to do the same, and is left at the mercy of events.
4. We determine the time and place of the attack, fix its duration and establish its objectives. The enemy remains ignorant of all of this information.

### Terrain

The urban guerrilla's best ally is the terrain, and because this is so he must know it like the back of his hand. To have the terrain as an ally means to know how to use with intelligence its unevenness, its high and low points, its turns, its irregularities, its fixed and secret passages, its abandoned areas, its thickets, etc., taking maximum advantage of all of this for the success of armed actions, escapes, retreats, covers, and hiding places. Impasses and narrow spots, gorges, streets under repair, police checkpoints, military zones and closed-off streets, the entrances and exits to tunnels and those that the enemy can close off, corners controlled or watched by the police, traffic lights and signals; all this must be thoroughly known and studied in order to avoid fatal errors.

Our problem is to get through and to know where and how to hide, leaving the enemy bewildered in areas he doesn't know. Being familiar with the avenues, streets, alleys, ins and outs, the corners of the urban centers, its paths and shortcuts, its empty lots, its underground passages, its pipes and sewer systems, the urban guerrilla safely crosses through the irregular and difficult terrain unfamiliar to the police, where the police can be surprised in a fatal ambush or trap at any moment. Because he knows the terrain, the urban guerrilla can pass through it on foot, on bicycle, in a car, jeep or small truck, and never be trapped. Acting in small groups with only a few people, the guerrillas can rendezvous at a time and place determined beforehand, following up the initial attack with new guerrilla operations, or evading the police cordon and disorienting the enemy with their unexpected audacity.

It is an impossible problem for the police, in the terrain of the urban guerrilla, to catch someone they cannot see, to repress someone they cannot catch, and to close in on someone they cannot find. The ideal guerrilla is one who operates in his own city and thoroughly knows its streets, its neighborhoods, its transit problems, and its other peculiarities. The guerrilla outsider, who comes to a city whose streets are unfamiliar to him,

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is a weak spot, and if he is assigned certain operations, he can endanger them. To avoid grave mistakes, it is necessary for him to get to know the layout of the streets.

### **Mobility and Speed**

To insure a mobility and speed that the police cannot match, the urban guerrilla needs reliable vehicles, knowledge of the terrain, and disruption or suspension of enemy transport and communications. Carry out precision strikes that last only a few moments then leave the site in a rapid retreat. mechanized vehicles, the urban guerrilla beats a rapid retreat, escaping capture. The urban guerrilla must know the way in detail, and, in this manner, must go through the schedule ahead of time as a training, to avoid entering alleyways that have no exit, or running into traffic jams, or being stopped by traffic signals. The police pursue the urban guerrilla blindly, without knowing which road he is using for his escape. While the urban guerrilla escapes quickly because he knows the terrain, the police lose the trail. The urban guerrilla must launch his operations far from the logistical centers of the police. A primary advantage of this method of operation is that it places us at a reasonable distance from the possibility of capture, which facilitates our evasion.

In addition to this necessary precaution, the urban guerrilla must be concerned with the enemy's communication system. The telephone is the primary target in preventing the enemy from access to information, by knocking out his communications systems. Even if he knows about the guerrilla operation, the enemy depends on modern transportation for his logistics support, and his vehicles necessarily lose time carrying him through the heavy traffic of the large cities. It is clear that the tangled and treacherous traffic is a disadvantage for the enemy, as it would be for us if we were not ahead of them. Obstruct the roads with fallen trees, rocks, ditches, false traffic signs, dead ends or detours, or other clever methods. Place homemade mines in the way of the police; use gasoline or throw Molotov cocktails to set their vehicles on fire. Ambush their vehicles engaged in pursuit. It is essential to prioritize killing law enforcement agents, officers and staff. The less agents they have, the more strained and overstretched their resources are, pushing them to collapse.

With the arrogance typical of the police and the military authorities, the enemy will come to fight us equipped with heavy guns and equipment, and with elaborate maneuvers by men armed to the teeth. The urban guerrilla must respond to this with light weapons that can be easily transported, so he can always escape with maximum speed without ever accepting open fighting. We would leave ourselves open to the most crushing defeats if we burdened ourselves with heavy weapons and with the tremendous weight of the ammunition necessary to use them, at the same time losing our precious gift of mobility.

### **Assaults**

Assaults are the armed attacks which we make to expropriate funds, liberate prisoners, capture explosives, firearms, and other types of weapons and ammunition. Assaults can take place in broad daylight or at night. Daytime assaults are made when the objective cannot be

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achieved at any other hour. Night assault is usually the most advantageous for the guerrilla. The urban guerrilla must prepare himself, nevertheless, to act under all conditions, daytime as well as night. Targets for assaults include commercial and industrial enterprises, including plants for the manufacture of weapons and explosives, military establishments, police stations government buildings, media and communications buildings, military and police vehicles. Assaults on vehicles—armored vehicles, trains, ships, airplanes—are of another nature, since they are moving targets. The nature of the operation varies according to the situation and the circumstances—that is, whether the vehicle is stationary or moving. Armored cars, including military vehicles, are not immune to mines. Roadblocks, traps, ruses, interception by other vehicles. Heavy vehicles, grounded airplanes and anchored ships can be seized and their crews and guards overcome. Ships and trains in motion can be assaulted or captured by guerrilla operations in order to obtain weapons and ammunition or to prevent troop movements. Raids and penetrations are rapid attacks on targets such as small military units, hospitals, to seize weapons, kill enemies, or to rescue wounded prisoners or those hospitalized under police guard. Raids and penetrations are also made on garages and depots to seize vehicles, destroy vehicles and damage installations. When they take place on certain stretches of highway or in certain distant neighborhoods, these raids can serve to force the enemy to move great numbers of troops, a totally useless effort since when they get there they will find nobody to fight.

## **Ambushes**

Ambushes are attacks, typified by surprise, when the enemy is trapped on the road or when he makes a police net surrounding a house or estate. A false alarm can bring the enemy to the spot, where he falls into a trap. The principle object of the ambush is to kill enemies and capture their weapons. The urban guerrilla sniper is the kind of fighter specially suited for ambush, because he can hide easily in the irregularities of the terrain, on the roofs and the tops of buildings and apartments under construction. From windows and dark places, he can take careful aim at his chosen target. Booby-trap explosives and mines also play a key role. Ambush has devastating effects on the enemy, leaving them unnerved, insecure and fearful.

The liberation of prisoners is an armed action designed to free whites who have been captured and jailed for action against the system. The priority and most direct action is to kill ZOG forces so that you are not captured. However if warriors are captured, with enough manpower and resources they can be freed. There is no prison that is impregnable to the determination and intelligence of the National Socialist Warrior. This can be achieved either by an assault on the prison or ambushes on prisoner transport vehicles Kidnapping or prisoner exchange will not work. You cannot negotiate with the system and they will not negotiate with you. Their goal is your destruction.

### Rescue of the Wounded

The problem of the wounded in urban guerrilla warfare merits special attention. During guerrilla operations in the urban area, it may happen that a warrior is wounded. When a guerrilla in the firing group has a knowledge of first aid, he can do something for the wounded fighter on the spot. Under no circumstances should the wounded guerrilla be abandoned at the site of the battle or left in the enemy's hands. One of the precautions we must take is to set up first-aid courses for men and women, courses in which guerrillas can learn the rudiments of emergency medicine. The urban guerrilla who is a doctor, nurse, med student, pharmacist or who simply has had first aid training is a necessity in modern guerrilla struggle. In planning and carrying out an armed action, the urban guerrilla cannot forget the organization of medical support. This could be accomplished by means of a mobile clinic inside a vehicle. Another solution is to utilize the skills of a medic who waits with his bag of equipment in a designated house to which the wounded are brought. The ideal would be to have our own well-equipped clinic, however this is very difficult. The houses in which the wounded stay cannot be known to anyone but the small unit responsible for their care and transport. Sheets, bloody clothing, medicine and any other indications of treatment of comrades wounded in combat must be completely eliminated from any place they visit to receive treatment.

### Breaking Out of Encirclements

When surrounded, stage your breakout as soon as possible. The longer you wait the stronger the enemy will become. Form your personnel up in the shape of a triangle, with a wide base as your front. This shape will work with groups of from five to twenty people. If you have full auto or selective fire weapons, you should put them in the first two rows (set on full), with semi-autos making up the tail point of your triangle. At the decision to move out, throw White Phosphorous grenades or smoky Molotovs plus pipe bombs, toward the rear and to each side; and grenades or other explosives to the front. Following the explosions, move forward immediately with the first row firing until their magazines are empty. Then they should go to ground and change magazines while the second row advances, also firing on full automatic. After the second row empties their magazines, the first row should be back up with weapons on semi-automatic and firing as they move. All weapons should continue to be fired until everyone clears the encirclement.

### Assassination

The techniques employed will vary according to whether the subject is unaware of his danger, aware but unguarded, or guarded. They will also be affected by whether or not the assassin is to be killed with the subject hereafter, assassinations in which the subject is unaware will be termed "simple"; those where the subject is aware but unguarded will be termed "chase"; those where the victim is guarded will be termed "guarded." If the assassin is to die with the subject, the act will be called "lost." If the assassin is to escape, the adjective will be "safe." It

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should be noted that no compromises should exist here. The assassin must not fall alive into enemy hands. A further type division is caused by the need to conceal the fact that the subject was actually the victim of assassination, rather than an accident or natural causes. If such concealment is desirable the operation will be called "secret"; if concealment is immaterial, the act will be called "open"; while if the assassination requires publicity to be effective it will be termed "terroristic." Following these definitions, the assassination of Julius Caesar was safe, simple, and terroristic, while that of Huey Long was lost, guarded and open. Obviously, successful secret assassinations are not recorded as assassination at all. Augustus Caesar may have been a victim of safe, guarded and secret assassination. Chase assassinations usually involve clandestine agents or members of criminal organizations.

In safe assassinations, the assassin needs the usual qualities of a clandestine agent. He should be determined, courageous, intelligent, resourceful, and physically active. If special equipment is to be used, such as firearms or drugs, it is clear that he must have outstanding skill with such equipment. Except in terroristic assassinations, it is desirable that the assassin be transient in the area. He should have an absolute minimum of contact with the rest of the organization and his instructions should be given orally by one person only. His safe evacuation after the act is absolutely essential, but here again contact should be as limited as possible. It is preferable that the person issuing instructions also conduct any withdrawal or covering action which may be necessary.

When the decision to assassinate has been reached, the tactics of the operation must be planned, based upon an estimate of the situation similar to that used in military operations. The preliminary estimate will reveal gaps in information and possibly indicate a need for special equipment which must be procured or constructed. When all necessary data has been collected, an effective tactical plan can be prepared. All planning must be mental; no papers should ever contain evidence of the operation. Plans must be modified frequently to meet changes in the tactical situation. When aiming for an individual or small group, you can hide a conventional bomb near the target, or assault their position directly, but sometimes it is best to catch them unaware with unconventional methods. Assassination methods include but are not limited to:

- Arson
- Booby trap
- Car bombing
- Landmine
- Nerve gas
- Poison (dart, syringe, contact, food)
- RPG/Rocket
- Sniping

## **Sabotage**

Sabotage is a highly destructive type of attack using very few persons—and sometimes requiring only one—to accomplish the desired result. Well-executed sabotage demands study,



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planning and careful action. A characteristic form of sabotage is explosion, using dynamite, fire or the placing of mines. A little sand, a trickle of any kind of combustible, a poor lubrication job, a screw removed, a short circuit, inserted pieces of wood or iron, can cause irreparable damage. Do not destroy property needlessly, every action must have a solid foundation that shifts us towards Victory, choose your targets wisely.

Factory workers acting as urban guerrillas are excellent industrial saboteurs, since they, better than anyone, understand the industry, the factory, the machinery or the part most likely to destroy an entire operation, doing much more damage than a poorly-informed layman could do. Enemy forces should be constricted by attacking the transportation networks they use, it is necessary to attack them systematically with sabotage. Aircraft can be destroyed on the ground, Rails can be destroyed, highways can be obstructed with stationary vehicles, bridges and tunnels can be blown up with explosives. Even partial damage is enough to stop movement. When the enemy stops, destroy them. The destruction of communications is crucial in sabotage.

### **Communications Damage**

For destruction of communications all you would need is a normal flathead screwdriver, a small flathead screwdriver, a pair of wirecutters, bolt cutters and Thermite if you want to have some fun. You can destroy a 1½ miles of fiber optic cable by just bending it until it cracks which takes less than a minute and it would take electrical companies at least a few days to find it, order more fiber, cut to the right length, hire emergency-rate electricians etc. which is really costly. To destroy cable TV/Internet, just open up the tap, use the small screwdriver to remove the contact screws and close the tap up. With the screws backed out, the cable isn't making contact and loses signal, this would take all day to fix or alternatively for power supply you could use thermite and render it inoperable. Airports, Hospitals and Military bases all get their Internet/Phone service from a single provider and that provider runs a single set of lines into whatever place they're servicing. One Man with BASIC tools could drive all over a major city and completely fuck its communications, just by backing out a few screws, snipping some connectors and you just cut off all communications except for phone signals and Radios. You can go even further and shut down phone service by cutting the fiber optic that goes into the cell tower, as that is how the cell towers connect to the internet and local phone service. You can find the main lines running to the tower and destroy them or take out the tower by shooting the transceivers with a high-powered rifle. You can knock out Radio by building a spark gap generator and plugging it into a power supply somewhere, it'll keep transmitting on every frequency there is and jam the signal in its radius, with multiple set up then Police, Military, Fire and all emergency would be completely unable to communicate. Yes they will triangulate their positions but that takes time especially the first time when no one knows what the fuck is going on. So much business is done online that shutting down a city's internet for a day would cause millions of dollars of lost revenue, billions if it's a large city and not to mention that it would cost hundreds of thousands in paying contractors emergency job rates which are higher.

### Transportation Damage

A calculated strike against the power system can cause a collapse rapidly. All that is required is to take down the power substations to several major cities, near-simultaneously, and for extended periods. Not hours, not days. A week minimum. Refrigeration has to be out for a week or two. This makes food scarce and bellies rumble. Media outlets need to be incapable of broadcasting for a week or two. This cuts their communications channels and makes propaganda difficult or impossible. Tens of millions in damage to physical infrastructure can be done in seconds, and with billions more lost while the power is out.

Use a burner phone and call in bomb threats for major bridge, highway overpasses, airports etc. They shut down the roads, cops scramble to search for bombs and route diversions cause hours and hours of gridlock especially at rush hour, then the Gridlock makes it harder for police to get where they need to go especially if comms are fucked. The stationary police vehicles would make easy targets for a group of Snipers or even a lone wolf. At the sites of where roads have been destroyed they would need a huge amount of time and effort to fix any sabotage inflicted and they would need military protection for the engineers and electricians all of which drains their resources while at war and bleeds the beast dry. Every anti-ZOG fighter, is one less taxpayer, one less worker, one less consumer. Every building is one less factory, one less office building on less institution the enemy can use, which is unsustainable for ZOG.

### Demolition

Demolishing enemy buildings produces high killcounts and renders the centers of the Zionist Occupation Government destroyed. These buildings include:

- Mosques and Synagogues
- Masonic lodges
- TV, radio and media buildings
- Anti-white website server farms
- Anti-white corporate buildings and headquarters
- Law Enforcement buildings
- Police Stations and Courts
- intelligence agency buildings
- Political parties and anti-white organizations' buildings
- Homes of prominent enemies (Rothschilds, International Bankers, Politicians)
- Military bases

Gather intelligence on the target property. Create a plan and destroy it with fire or explosives.

### Decisiveness

It is not enough for the urban guerrilla to have in his favor surprise, speed, knowledge of the terrain, and information. He must also demonstrate his command of any situation and a

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capacity for decisiveness, without which all other advantages will prove to be useless. It is impossible to carry out any action, however well-planned, if the urban guerrilla turns out to be indecisive, uncertain, irresolute. Even an action successfully begun can end in defeat if command of the situation and the capacity for decision falter in the middle of the execution of the plan. When this command of the situation and a capacity for decision are absent, the void is filled with hesitation and terror. The enemy takes advantage of this failure and is able to liquidate us. The secret of the success of any operation, simple or complex, easy or difficult, is to rely on determined men. Strictly speaking, there are no simple operations: all must be carried out with the same care taken in the most difficult, beginning with the choice of the human elements—which means relying on leadership and the capacity for decision in every situation. One can see ahead of time whether an action will be successful or not by the way its participants act during the preparatory period. Those who fall behind, who fail to make designated contacts, are easily confused, forget things, fail to complete the basic tasks of the work, possibly are indecisive men and can be a danger. It is better not to include them. Decisiveness means to put into practice the plan that has been devised with determination, with audacity, and with an absolute firmness. It takes only one person who hesitates to lose all.

In order to achieve the objectives previously listed, the urban guerrilla is obliged, in his tactics, to follow missions whose nature is as different or diversified as possible. The urban guerrilla does not arbitrarily choose this or that mission. Some actions are simple; others are complicated. The inexperienced guerrilla must be gradually introduced into actions and operations which run from the simple to the complex. He begins with small missions and tasks until he becomes completely experienced. Before any action, the urban guerrilla must think of the methods and the personnel at his disposal to carry out the mission. Operations and actions that demand the urban guerrilla's technical preparation cannot be carried out by someone who lacks the technical skill.

## **Camouflage**

There is no camouflage that can be used in all terrains, the best camouflage is suited to the local terrain. Making camo clothing is simple. You can use watered down acrylic paint and paint it by hand or screen print to produce a lot of camo fabric.

In urban warfare, the urban guerrilla fighter must re-think camouflage and adjust things based on what threat you are likely to encounter. In cities occupied by savages such as Chicago or Detroit, looking inconspicuous and unarmed may well be just as dangerous as looking like a threat. Ideally some camouflage that makes you completely invisible is desired but that's not necessarily how things work. If the enemy can still tell you are there, but it's hard to know exactly where there or it's just hard to shoot you, or see your exact movements and so on, you are gain some benefit from that. Most camouflage is never really intended to make you invisible, just like other forms of signal mitigation - a suppressor for example - it's just as effective as it makes you seem like something else. They see a shape moving but it doesn't look like a person, or it doesn't look like a gun. There is no camouflage that can accurately

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blend into urban environments because cities are so diverse in colors and scenery. Research of the area and field modifications are important.

Unless there is a wartime scenario, the average citizen is highly unlikely to see a person wearing camouflage uniform in public, and when people do wear camouflage, it usually attracts unwanted attention. There is a different type of camouflage for asymmetric warfare however; social camouflage. That is hiding in plain sight. To become a 'gray man' you have to wear regular normal clothes, and stand out as little as possible from the general population.

## **Unarmed Combat**

This introduction will explain the basics of hand-to-hand combat, and will tell of the best places to strike and kill an enemy... When engaged in hand-to-hand combat, your life is always at stake. There is only one purpose in combat, and that is to kill your enemy. Never face an enemy with the idea of knocking him out. The chances are extremely good that he will kill YOU instead. When a weapon is not available, one must resort to the full use of his natural weapons. The natural weapons are:

1. The knife edge of your hands.
2. Fingers folded at the second joint or knuckle.
3. The protruding knuckle of your second finger.
4. The heel of your hand.
5. Your boot
6. Elbows
7. Knees
8. and Teeth.

Attacking is a primary factor. A fight was never won by defensive action. Attack with all of your strength. At any point or any situation, some vulnerable point on your enemies body will be open for attack. Do this while screaming as screaming has two purposes.

1. To frighten and confuse your enemy.
2. To allow you to take a deep breath which, in turn, will put more oxygen in your blood stream.

Your balance and balance of your enemy are two important factors; since, if you succeed in making your enemy lose his balance, the chances are nine to one that you can kill him in your next move. The best over-all stance is where your feet are spread about shoulders width apart, with your right foot about a foot ahead of the left. Both arms should be bent at the elbows parallel to each other. Stand on the balls of your feet and bend your waist slightly similar to a boxer's crouch. Employing a sudden movement or a scream or yell can throw your enemy off-balance.

Tactics:

- Always try to throw your enemy off balance. You can do this by charging the enemy and pretending to strike him. This will make him flinch and lose his balance.

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- Always look for a weak spot and attack it. Whenever he leaves a vulnerable part of his body unprotected attack it with all your strength. By doing this, he will then try to protect the part of his body that you just struck thus leaving even more unprotected parts open.
- Use any available object that you can. By this I mean throw sand in his eyes, block his strikes by hitting him with a large branch, or any other kind of available material that can be used as a weapon against him. You can also use hard surfaces like concrete.

There are many vulnerable points of the body:

- Eyes: Use your fingers in a V-shape and attack in gouging motion.
- Nose:(Extremely vulnerable) Strike with the knife edge of the hand along the bridge, which will cause breakage, sharp pain, temporary blindness, and if the blow is hard enough, death.
- Adam's Apple: This spot is usually pretty well protected, but if you get the chance, strike hard with the knife edge of your hand. This should sever the wind-pipe, and then it's all over in a matter of minutes.
- Temple: There is a large artery up here, and if you hit it hard enough, it will cause death. If you manage to knock your enemy down, kick him in the temple, and he'll never get up again.
- Back of the Neck: A rabbit punch, or blow delivered to the base of the neck can easily break it, but to be safe, it is better to use the butt of a gun or some other heavy blunt object.
- Upper lip: A large network of nerves are located. These nerves are extremely close to the skin. A sharp upward blow will cause extreme pain, and unconsciousness.
- Ears: Coming up from behind an enemy and cupping the hands in a clapping motion over the victims ears can kill him immediately. The vibrations caused from the clapping motion will burst his eardrums, and cause internal bleeding in the brain.
- Groin: A VERY vulnerable spot. If left open, get it with knee hard, and he'll buckle over very fast.
- Kidneys: A large nerve that branches off to the spinal cord comes very close to the skin at the kidneys. A direct blow with the knife edge of your hand can cause death.

22 Ways how to kill a man with your bare hands:

1. TEMPLE - A very susceptible vital spot. If struck with sufficient force, may cause unconsciousness or death.
2. NASION - This is the summit of the nose. If struck with sufficient force may cause death.
3. PHILTRUM - This is the area between the upper lip and the bottom of the nose. Attack to this area may also cause unconsciousness or death.
4. HOOK TO JAW - A powerful hook punch to the front side of jaw may snap an enemy's neck. Fatal.
5. ADAM'S APPLE - A sharp blow here may cause enemy to asphyxiate.
6. SOLAR PLEXUS - The small of back. May cause death.
7. TESTICLES - The strong, focused pain of a vicious low blow may cause shock, resulting in death.

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8. BASE OF CEREBELLUM - A powerful blow to the nape of the neck, causing mortal damage.
9. COCCYX - A powerful blow to the tail bone. Fatal.
10. FULL NELSON - Stand behind the enemy, put your arms under his, and lock your hands behind his head. Bending the neck forward may either break neck, asphyxiate enemy, or cut off supply of spinal fluid to brain, causing brain damage or death.
11. HALF NELSON - Again, standing behind enemy, but one arm is used to pin one of enemy's arms.
12. BRAIN BUSTER - Bend enemy over towards you, placing him in a headlock. Grab the back of his belt, and haul him into the air, vertical, upside-down. Allow yourself to fall backward, landing on your enemy's head, which will absorb your combined weight. Most effective on concrete or gravel.
13. RUSSIAN OMELET - Cross enemy's legs. Fold enemy by pinning his shoulders to ground upside-down and placing his legs above him. Sit on his legs, folding the base of the spine. Fatal.
14. HEART PUNCH - A strongman's attack, it is simply a powerful blow to the heart.
15. UPPERCUT - An upward strike to the bottom of the jaw with the heel of the hand, causing the enemy's head to snap backward. May shatter vertebrae. Fatal.
16. ABDOMEN - A substantial blow to this area may rupture a vital organ, causing death.
17. RIB CAGE - A vicious shattering of the rib cage may cause grave internal bleeding.
18. HEAD-TO-WALL PUNCH - A swift, hard, cold-cock punch to an enemy's face while he is standing near a wall may drive his head into it, causing the back of the skull to shatter fatally.
19. PINNED DROP KICK - Standing behind enemy, holding his arms straight back. A drop kick to the back without releasing arms may sever spine, causing death.
20. HEAD WRENCH - Grabbing an enemy's head by the mouth and the back of the skull, then twisting with a sudden, violent jerk to rend vertebrae, may easily cause death.
21. CHOKE HOLD - Once a favorite of law enforcement officials, has often proved deadly. The right arm goes over the enemy's right shoulder, and grips the back of the head. The left arm comes over his left shoulder, reaches across neck, and grabs own right forearm. With enough pressure applied, causes brain damage or death.
22. HEAD YANK - Bend enemy forward, grab head, and pull back with convincing force. May separate delicate vertebrae, causing death.



# Equipment and Weapons

“Personal weapons must be compact and robust, with a high rate of fire and very lightweight ammunition, but there is also a place for shotgun-like weapons at the squad level. Overall, soldier loads must be reduced dramatically at the edge of combat, since fighting in tall buildings requires agility that a soldier unbalanced by a heavy pack cannot attain; further, vertical fighting is utterly exhausting and requires specialized mobility tools. Soldiers will need more upper body strength and will generally need to be more fit-and this includes support soldiers, as well.” - “Our Soldiers, Their Cities,” Ralph Peters. Parameters, the official journal of the US Army War College.

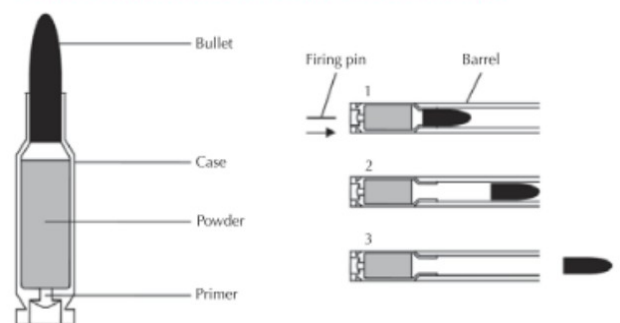
If you have the luxury of extensive access to firearms and ammunition, then make good use of your situation by stockpiling ammunition and guns for your fellow bloodbrothers. The following recommendations are primarily orientated for Americans, though they mostly hold true internationally. It is also recommended to start accumulating and studying military manuals about weapons you may encounter in the field, i.e. Light Anti-tank Weapons, TOW and Stinger missiles, various machine guns. You must have experience with your weapon and knowledge about its workings before using it in combat.

## Ammunition

Ammunition is often a bottleneck for guerrilla actions. However when constructed correctly, homemade ammunition is traceless and extremely lethal. Cartridge size differs from weapon to weapon not only in the caliber (i.e. the diameter) of the bullet, but also in the overall length of the case (e.g. 5.56 x 45mm denotes a round of caliber 5.56 with a case length of 45mm). Longer cases contain more powder, which can give more energy and thus higher velocities.



Figure 2  
Anatomy and operation of cartridge-based ammunition



### Ammunition standards

Types of weapons	NATO standards	Warsaw Pact standards
Assault rifles, light support weapons	5.56 x 45 mm	7.62 x 39 mm
Assault rifles, self-loading rifles, sniper rifles, light machine guns	7.62 x 51 mm	7.62x 54 mm
Pistols	9 x19 mm Parabellum	7.62 x 25 mm, 9 x 17 mm
Heavy machine guns, sniper rifles, anti-materiel rifles	12.7 x 99 mm	12.7 x 107 mm, 12.7 x 114 mm



**Figure 7-1**

*Components of a rifle cartridge. From left to right: the final, assembled cartridge, the brass shell casing, the lead bullet (in this case, a half-jacketed bullet), an empty shell on its side showing the primer pocket, a primer, and a small pile of gunpowder.*

### AMMUNITION

#### 760. REMEMBER AMMUNITION CRITERIA.

When selecting a self-defense cartridge for your weapon, make certain that your ammunition fulfills these five requirements: (1) stopping power—it must be able to stop your assailant immediately from any further action; (2) controlled recoil—it should allow you to recover quickly from the recoil of your shot; (3) limited ricochet—it should significantly reduce the bullet's ability to ricochet off hard surfaces; (4) maximum penetration—it must be able to go through objects (e.g., car doors, furniture, etc.); (5) reliability—it must be free from various cartridge malfunctions (e.g., hang fire, misfire, or squib loads.)

#### 761. STORE AMMUNITION SAFELY.

When storing ammunition, please take the following factors into consideration: (1) to ensure that your ammunition will function properly, always store your cartridges in a cool, dry place that is free from extremely high temperatures; (2) never submerge your cartridges in water or expose them to ammonia, bore cleaner, acids, salts, or petroleum products (including gun oil)—all solvents that can deteriorate the primer or power in your cartridge; and (3) for safety reasons, store ammunition so that it is inaccessible to unauthorized persons, especially children.

#### 762. CHOOSE YOUR CALIBER CAREFULLY.

Don't make a .38- or .22-caliber pistol your first choice for personal protection. Its stopping power is somewhat questionable. Generally, when selecting a handgun for self-defense, choose a 9mm or higher caliber.

#### 763. KNOW THE CARTRIDGE FIRING SEQUENCE.

Although it is critical to know how a firearm operates, it's also important to understand the cartridge firing sequence, which is as follows: (1) the firing pin strikes the cartridge primer, (2) the cartridge primer ignites, (3) the primer flame ignites the powder charge, (4) the powder charge burns quickly and produces a large volume of gas, and (5) the expanding gases push the bullet out of the cartridge case and sends it out of the barrel at a high rate of speed.

### MALFUNCTIONS

#### 764. KNOW THE THREE TYPES OF CARTRIDGE MALFUNCTIONS.

There are three different types of cartridge malfunctions that you need to be aware of. They include (1) misfire—the cartridge fails to fire after the primer has been struck by the firing pin; (2) hang fire—there is a delay in the ignition of the cartridge when the primer is struck; (3) squib load—there is less than normal pressure/velocity after the ignition of the cartridge.

#### 765. USE THE TAP-RACK-BANG.

There may come a time when you will be faced with a malfunction caused by either a defective cartridge or a magazine that isn't inserted completely. When this problem occurs, you can solve it with the following tap-rack-bang technique: (1) tap—with your weak hand, tap the floorplate of the magazine back into the grip; (2) rack—with your weak hand, rack or cycle the slide, ejecting the defective cartridge and reloading a fresh one; (3) bang—resume firing your weapon.

#### 766. PREPARE FOR AUTOLOADER MALFUNCTIONS.

Although the semiautomatic pistol is an extremely reliable tool, there is always the possibility of a malfunction. You must therefore be aware of the

different types of autoloader malfunctions and know their remedies.

- (1) Out of battery. One common autoloader malfunction occurs when the slide fails to go into battery after firing. To clear this malfunction, apply the following steps: a) maintain your position on your target; b) take your finger off the trigger; c) with your weak hand, slam the back of the slide with the heel of your palm; and d) resume firing.
- (2) Smokestack. Another type of malfunction is called the smokestack, which occurs when a spent casing is caught in the ejection port. To clear this malfunction, apply the following steps: a) maintain your position on your target; b) take your finger off the trigger; c) with your weak hand, rake the heel of your palm along the slide and the empty casing; d) knock the casing out of the breech; e) once the casing is clear, the slide should move forward, cycling a fresh round; and f) resume firing.

### *Head Space*

In a factory-made gun, the space which exists between the rear of the cartridge and the front of the breech plug is called "head space." If the head space is excessive, the expanding gunpowder inside the cartridge stretches the cartridge case until it breaks. If this happens, damage to the gun usually results — and sometimes to the shooter, as well.

Head space increases as a gun wears. Gunsmiths have dummy cartridges they can use to check the head space in old guns. Past a certain point, too much headspace means that a gun is not safe to shoot.

To understand why, think of a prizefighter punching his opponent in the jaw. Imagine his glove being glued to the other man's jaw. He couldn't get off much of a punch if no slack existed. But if his fist had two inches of "running start," he could do some real damage.

The same principle holds true in firearms. If the cartridge fits loosely in the gun's chamber, the surge of pressure can rupture the shell casing and give it a running start before it slams into the rear wall of the chamber. In the homemade gun described in Chapter 3, the breech plug screws into the rear of the barrel and eliminates head space. It automatically compensates for differences in rim thickness, wear in the gun, and so forth.

A different kind of head space can exist in homemade firearms and be a cause for concern, however. The mismatch of diameters between the outside of the cartridge and the inside of the barrel sometimes results in a sloppy fit. The best policy is to test fire the gun by remote firing (see Chapter 3, Figure 3-50) prior to hand-held firing. It should be test fired with a more powerful load than will be employed in everyday use.

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### *Automatics*

An automatic rifle is one which ejects the old, spent cartridge and then inserts a new, fresh cartridge in the firing chamber with no manipulation required on the part of the shooter. We think of automatic weapons as modern, but the first automatic weapon used by a military organization was employed by the Danish navy in the 1880's — a hundred years ago!

With a "semi-automatic" rifle, the trigger must be pulled, released, and pulled again for each repeat shot. With a "full automatic" rifle, the gun continues to fire, round after round, as long as you hold back the trigger. In everyday language, both types are called "automatics."

With other action types, the power required to eject the old shell and insert the new shell is provided by the arm of the shooter. With an automatic, the power required to work the action is derived by stealing some of the force being used to propel the bullet.

A hole is drilled sideways into the rifle barrel. When the gun is fired and the bullet is halfway to the muzzle it passes this hole and some gas escapes. The pressure of the gas escaping through the hole is channeled to throw the bolt — otherwise done by the arm of the shooter.

The advantage of an automatic weapon is fast repeat shots with no distraction to the shooter. He can hold his aim on the target and continue to shoot. The disadvantages are cost (automatics are expensive), reliability (automatics are complicated mechanisms and sometimes jam), and strength (the most powerful calibers are not chambered in automatics).

### *Caliber Explanation*

The topic of calibers is confusing. You might think that the bigger the caliber, the more powerful the gun. 'Taint necessarily so. Although the caliber does denote the bullet diameter, you can have a small bullet backed up by a large powder charge or a large bullet backed up by a relatively small charge. The following is a basic list of rifle calibers and a description of their capabilities.

### Ammunition Production

Making Copper Bullet Jackets

<https://www.youtube.com/watch?v=o0JVm76Y37I>

### Ammunition Primer

Most metallic primer cups are made of cartridge brass; steel may also be used. Similar to cups for cartridge cases or bullet jackets, primer cups are produced on a cupping press. After cupping, the parts are tumbled to remove sharp edges at the open end of the cups. This smooths the cup, making insertion in cartridge cases easier. Most commercial primer cups are nickel-plated for corrosion resistance. Anvils, the smallest of ammunition components, are made on a small blanking press. Sheets of brass are fed into a press fitted with multiple blanking punches. Dies set below the punches shape the anvil into the three-dimensional form.



### Ammunition Cartridge Assembly

Next, a fresh primer is installed in the brass shell. It is started by hand with finger pressure, then seated flush as shown in Chapter 6, Figure 6-9.



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Powder is then added to the primed shell casing. How much to use depends on the powder employed. For powder made from match heads, the amount to use is shown in Chapter 5.

For three other homemade mixtures (specifically potassium chlorate-sugar, sodium chlorate-sugar, and potassium perchlorate-sugar) the amount to use in a 12 gauge to achieve a killing load on rabbits is 1/2 teaspoon. The amount to use in other calibers is shown below as quantity "A."

For the saltpeter-sugar mixture, the amount to use in a 12 gauge is 1 1/4 teaspoons and the amount to use in other calibers is shown below as quantity "B." In some instances, the quantity of saltpeter-sugar mix called for might exceed the shell capacity as this is a very bulky powder. In these instances, simply load to the shell capacity.

For factory powders, load according to guidelines published in conventional reloading manuals. Manufacturers such as Speers, Hornady, and Lyman publish very complete reloading books. They are sold in gun stores.

If I were in a desperate situation and absolutely had to reload with factory powder and conventional, published reloading information was not available, I would use quantity "A," below. I would also remote fire any such load before shooting it in a hand-held firearm and I strongly urge you to do the same! See Chapter 3, Figure 3-50.

### *Remember:*

Quantity "A" = the volume of powder to use when a 12 gauge takes 1/2 teaspoon.

Quantity "B" = the volume to use when a 12 gauge takes 1 1/4 teaspoons.

The figure given in parenthesis is the percent *by volume* of a 12 gauge load suitable for the caliber in question.

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### .22 Hornet (39%)

Quantity A: 1 1/4 teaspoons split into 6 parts

Quantity B: 1/2 teaspoon

### .222 Remington (79%)

Quantity A: 1 1/4 teaspoons split into 3 parts

Quantity B: 1 teaspoon

### .223 Remington (118%)

Quantity A: 1/2 teaspoon + 1 1/4 teaspoons split into 12 parts

Quantity B: 1 1/2 teaspoons

### .243 Winchester (185%)

Quantity A: 1/2 teaspoon + 1 1/4 teaspoons split into 3 parts

Quantity B: 2 1/4 teaspoons

### .30 M1 Carbine (48%)

Quantity A: 1/4 teaspoon

Quantity B: 1 1/4 teaspoons split into 2 parts

### .30-30 Winchester (136%)

Quantity A: 1/2 teaspoon + 1 1/4 teaspoons split into 6 parts

Quantity B: 1 3/4 teaspoons

### .308 Winchester (7.62mm NATO) (176%)

Quantity A: 1/2 teaspoon + 1 1/4 teaspoons split into 3 parts

Quantity B: 2 1/4 teaspoons

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*.30-06 (224%)*

Quantity A: 1 1/8 teaspoons

Quantity B: 2 3/4 teaspoons

*.375 H & H Magnum (264%)*

Quantity A: 1 teaspoon + 1 1/4 teaspoons split  
into 3 parts

Quantity B: 3 1/4 teaspoons

*.44 Magnum (97%)*

Quantity A: 1/2 teaspoon

Quantity B: 1 1/4 teaspoons

*.45-70 Govt. (230%)*

Quantity A: 1 1/8 teaspoons

Quantity B: 3 teaspoons

*.458 Winchester (239%)*

Quantity A: 1 teaspoon + 1 1/4 teaspoons split  
into 6 parts

Quantity B: 3 teaspoons

*9mm Parabellum (24%)*

Quantity A: 1/8 teaspoon

Quantity B: 1 teaspoon divided into 3 parts

*.38 Special (45%)*

Quantity A: 1/4 teaspoon

Quantity B: 1 3/4 teaspoons split into 3 parts

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### *.357 Magnum (79%)*

Quantity A: 1 1/4 teaspoons split into 3 parts

Quantity B: 1 teaspoon

### *.45 ACP (82%)*

Quantity A: 1 1/4 teaspoons split into 3 parts

Quantity B: 1 teaspoon

### *12 Gauge (100%)*

Quantity A: 1/2 teaspoon

Quantity B: 1 1/4 teaspoons

### *16 Gauge (91%)*

Quantity A: 2 3/4 teaspoons split into 6 parts

Quantity B: 1 1/8 teaspoons

### *20 Gauge (82%)*

Quantity A: 1 1/4 teaspoons split into 3 parts

Quantity B: 1 teaspoon

### *.410 Bore (27%)*

Quantity A: 1/8 teaspoon

Quantity B: 1 teaspoon split into 3 parts

I would like to stress that the above loads are derived on a calculated, theoretical basis. The 12 gauge loads have been tested and work as given. The loads for other calibers and gauges have been calculated from this and are theoretical. They are only intended to give a reasonable starting point for further testing. They should all be remote fired before hand held firing! See Chapter 3, Figure 3-50.

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After remote firing, both the gun and the shell should be examined for signs of excessive pressure. If the breech plug is difficult to remove, for example, it probably indicates an overloaded situation where excessive chamber pressure has had a jamming effect on the threads. Look at the primer and compare it to an unfired shell. Excessive pressure inside the shell will have a swaging effect on the primer. With normal pressure the primer will look much the same after firing as before, except for being dented.

If you are concerned that a small amount of powder is rattling around in a relatively large case and may not be detonated by the primer, a piece of cotton fluff can be inserted after the powder and before the bullet. The fluff will hold the powder to the rear of the shell, against the primer for sure detonation. Don't overdo it. Too much wadding or packing can build up dangerous pressures.

Next comes the bullet. If you can purchase bullets, fine. If not, you can make your own. Lead is the best material, but mild steel — a nail or bolt of the right diameter and cut to the appropriate length — will work.

A bullet stays seated in a shell casing largely by friction. A sloppy fit can be improved with an aluminum foil or paper gasket. Some gentle squeezing with pliers can be done if necessary on the neck of the brass case where it grips the bullet.

From a safety and overloading point of view it is very important to use an appropriate bullet weight. Too heavy a bullet can dangerously increase the pressure within the firing chamber, even to the point of the gun exploding. The table below shows the bullet weight to use by caliber.

Caliber	Bullet Grains	Bullet Ounces	Bullets Per Lb.
.22 Horn.	40-45	.10	160
.222 Rem.	50-55	.12	133

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.223 Rem.	50-55	.12	133
.243 Win.	80-90	.19	84
.30 M1	100-110	.24	67
.30-30	165	.38	42
.308 Win.	150-180	.38	42
.30-06	150-180	.38	42
.375 H&H	235-285	.59	27
.44 Mag	240	.55	29
.45-70	400	.91	17
.458 Win.	500	1.14	14

### *Pistols*

9mm Para	100	.23	70
.38 Spec	150	.34	47
.357 Mag	158	.36	44
.45 ACP	230	.53	31

### *Shotgun Shot or Slug Weight*

12 Gauge	-	1 oz.	16
16 Gauge	-	1 oz.	16
20 Gauge	-	7/8 oz.	18
.410 Bore	-	1/2 oz.	32

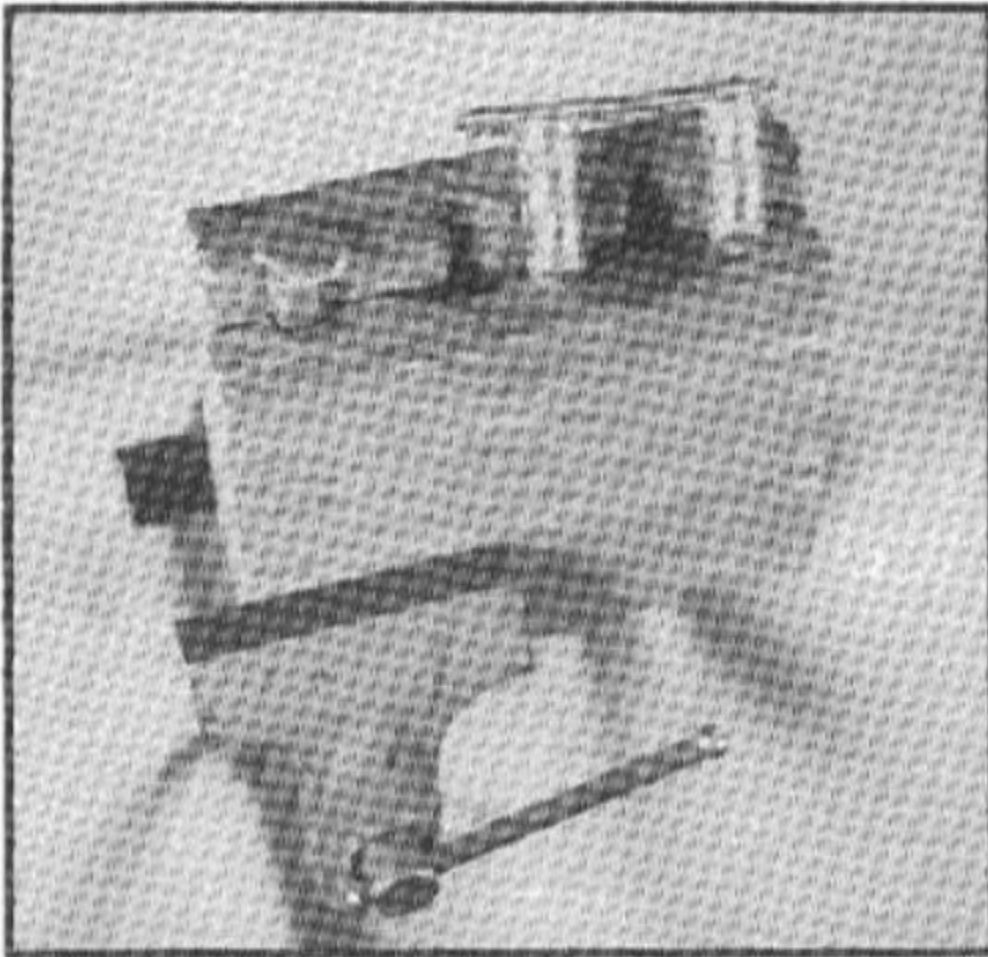
You can melt fishing sinkers and cast bullets in conventional bullet molds. Or, a wooden mold can be made as shown in Figure 7-2. Hardwood is best. It will scorch, but can be used several times. Lead can be melted in a pan on your kitchen stove. Solder will also work.

Cheap plastic diet scales can be used to check bullet weights, especially if the weighing is done in multiples. Your scale may not be accurate enough to weigh a quantity as small as .12 ounce, for example. But it will weigh one ounce with reasonable accuracy, and if eight equal-sized bullets weigh one ounce in total, then each bullet weighs about .12 ounces.

To summarize, the steps in loading a rifle cartridge are:

1. Remove the fired primer.

2. Install a fresh primer.
3. Load gunpowder in the shell.
4. Add a piece of cotton fluff if the volume of powder is small in relation to the shell size.
5. Install a bullet.



*Figure 7-2*

A homemade bullet mold. Two pieces of hardwood are clamped together and drilled to the correct diameter at the joint. Molten lead is then poured in the cavity. The bullet is removed by unclamping and pulling apart the "sandwich." The resulting slug must be trimmed and scraped to finished dimensions.



### *Shotgun Shells*

Shotgun shells are more complicated to reload than rifle cartridges. The components are shown in Figure 7-3. They include the shell casing, the powder, the primer, the shot, and the wad.

The purpose of the wad is to trap the explosive force of the gunpowder behind the shot in such a way that the shot is expelled from the muzzle in a unit or lump. The lump of shot fans out on its way to the target, but leaves the barrel initially as a dense cluster, almost one piece.

To reload a fired shell, first remove the spent primer as shown in Figure 7-4. Next, replace it with a fresh primer. Start the new primer with finger pressure, then seat it with a vise and a length of wooden dowel as shown in Figure 7-5. Add powder as shown in Figure 7-6.

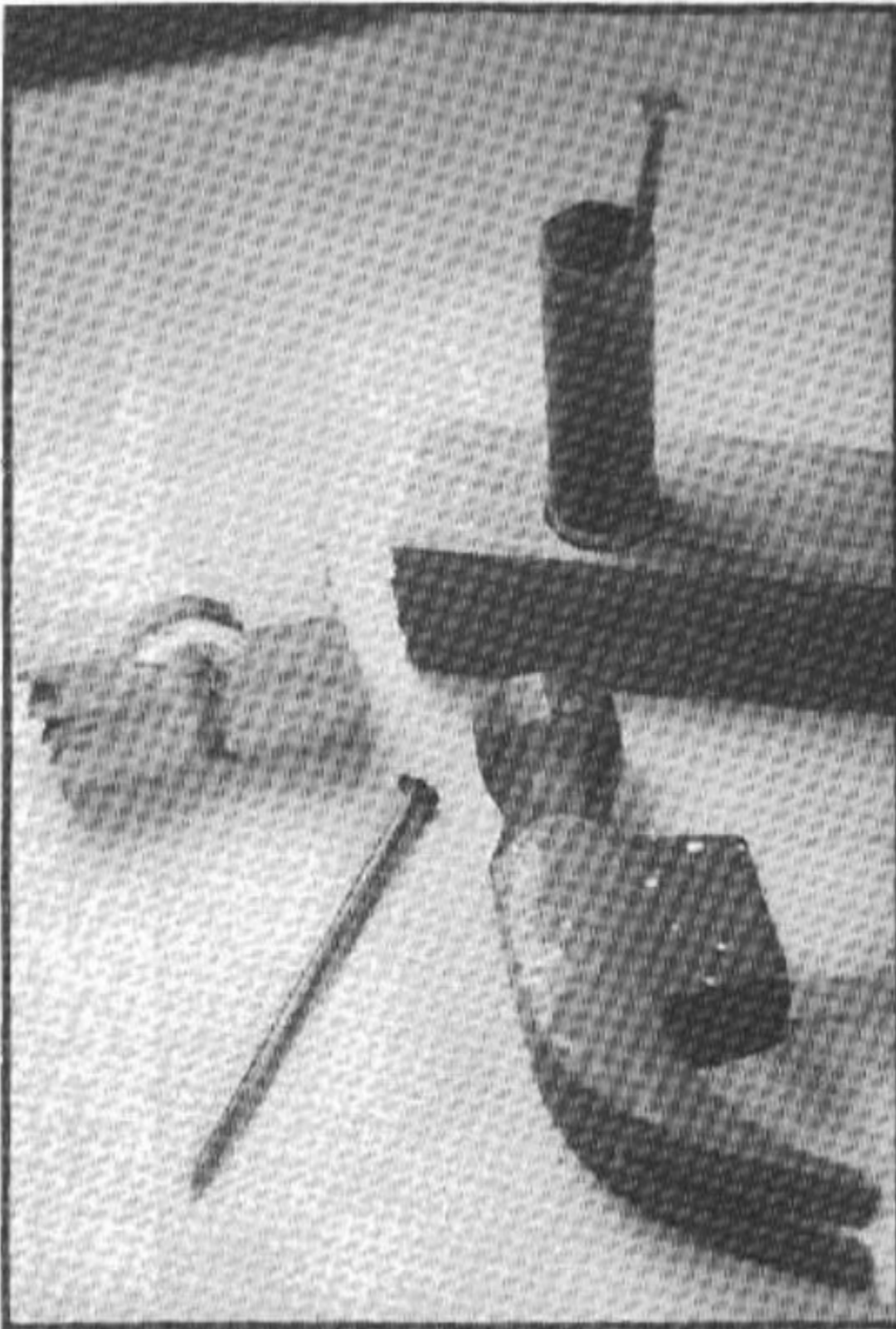
The wad is inserted next. If a conventional plastic wad is used, the mouth of the shell can be stretched by inserting and twisting a wooden rod carved to a cone shape. The wad is inserted by hand and seated with a dowel. See Figure 7-7. Be careful during these manipulations not to spill the powder which is already in the shell.

If a factory-made plastic wad is not available, a wad of paper can be used. See Figure 7-8. In a muzzle loader, a wad is used between the powder and the shot and a second wad is used after the shot to hold it in the barrel. A very similar system was used in early shotgun shells with one wad between the powder and shot and a second wad used to hold the shot in the shell. This same system could still be employed if need be.

Shot is added with a funnel. Substitutes for factory-made chilled lead shot are pieces of fishing sinker, lead collars from roofing nails, and old ball bearings.

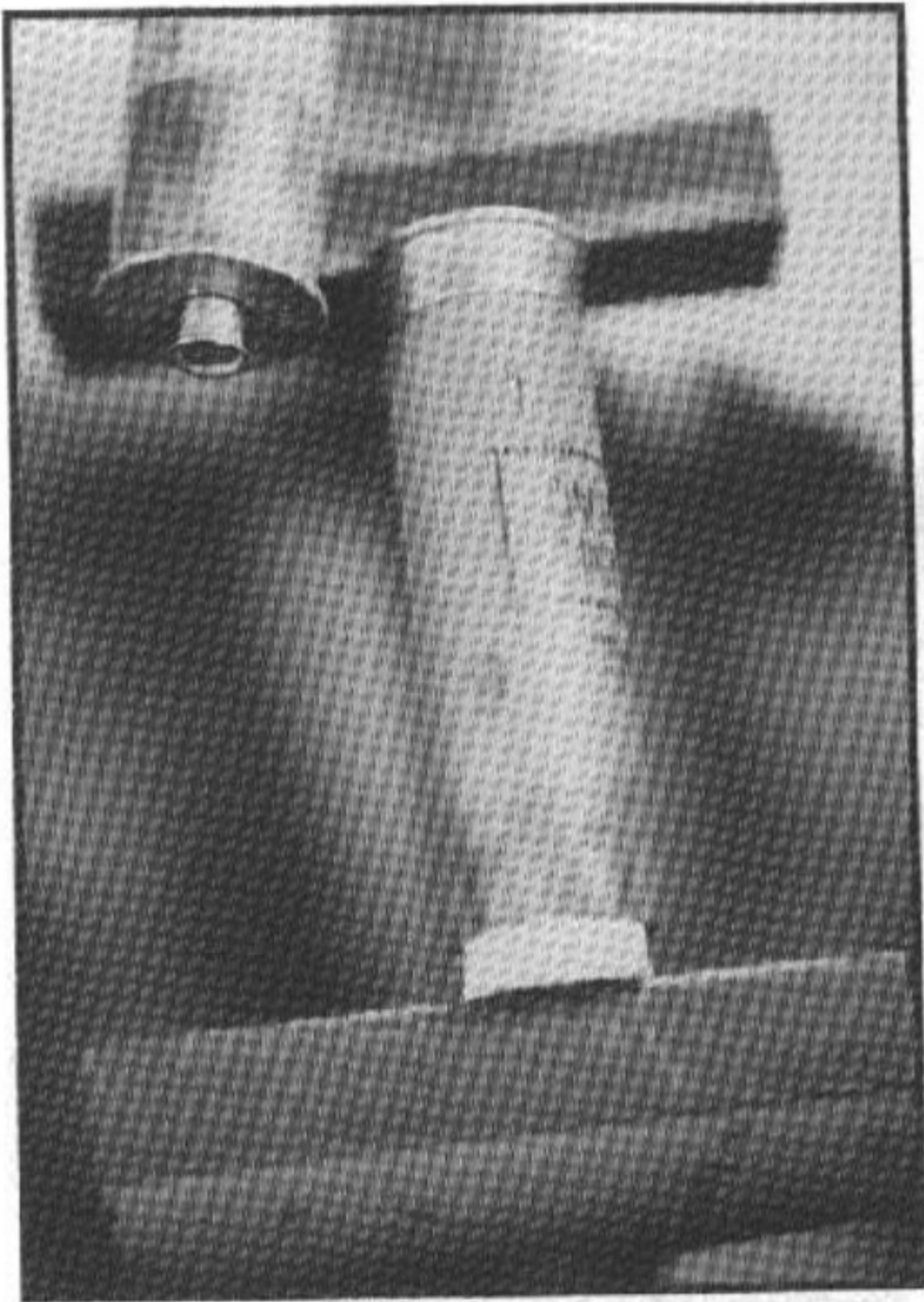


**Figure 7-3**  
*Components of a shotgun shell. Clockwise from left: empty shell casing, factory-made plastic wad, gunpowder, primer, shot. The size shot pictured is #6 — the best all-round size for general hunting.*



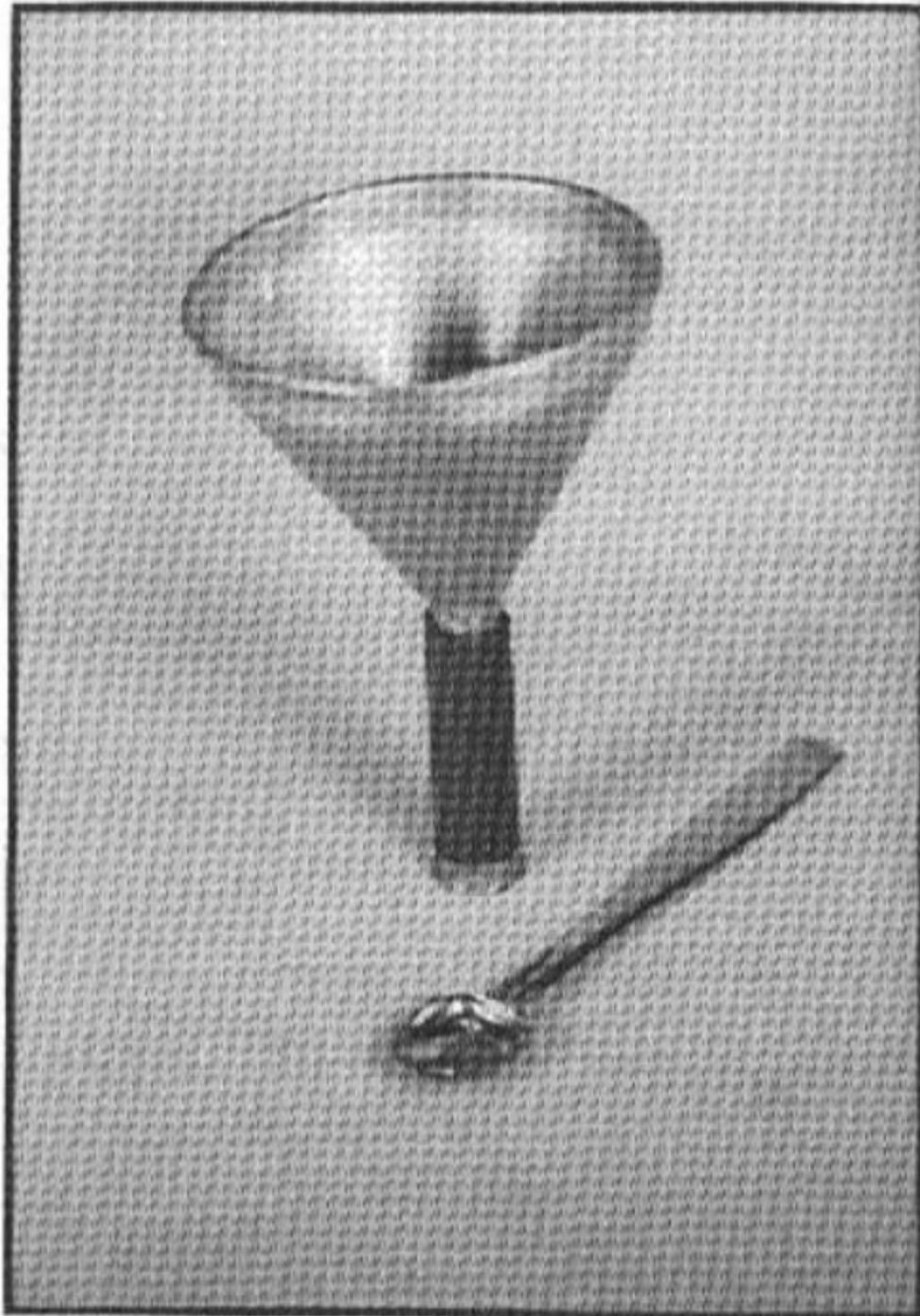
**Figure 7-4**

*Removing a primer from a fired shell. The shallow hole is 7/8" in diameter. The smaller hole is 3/8" in diameter.*



**Figure 7-5**

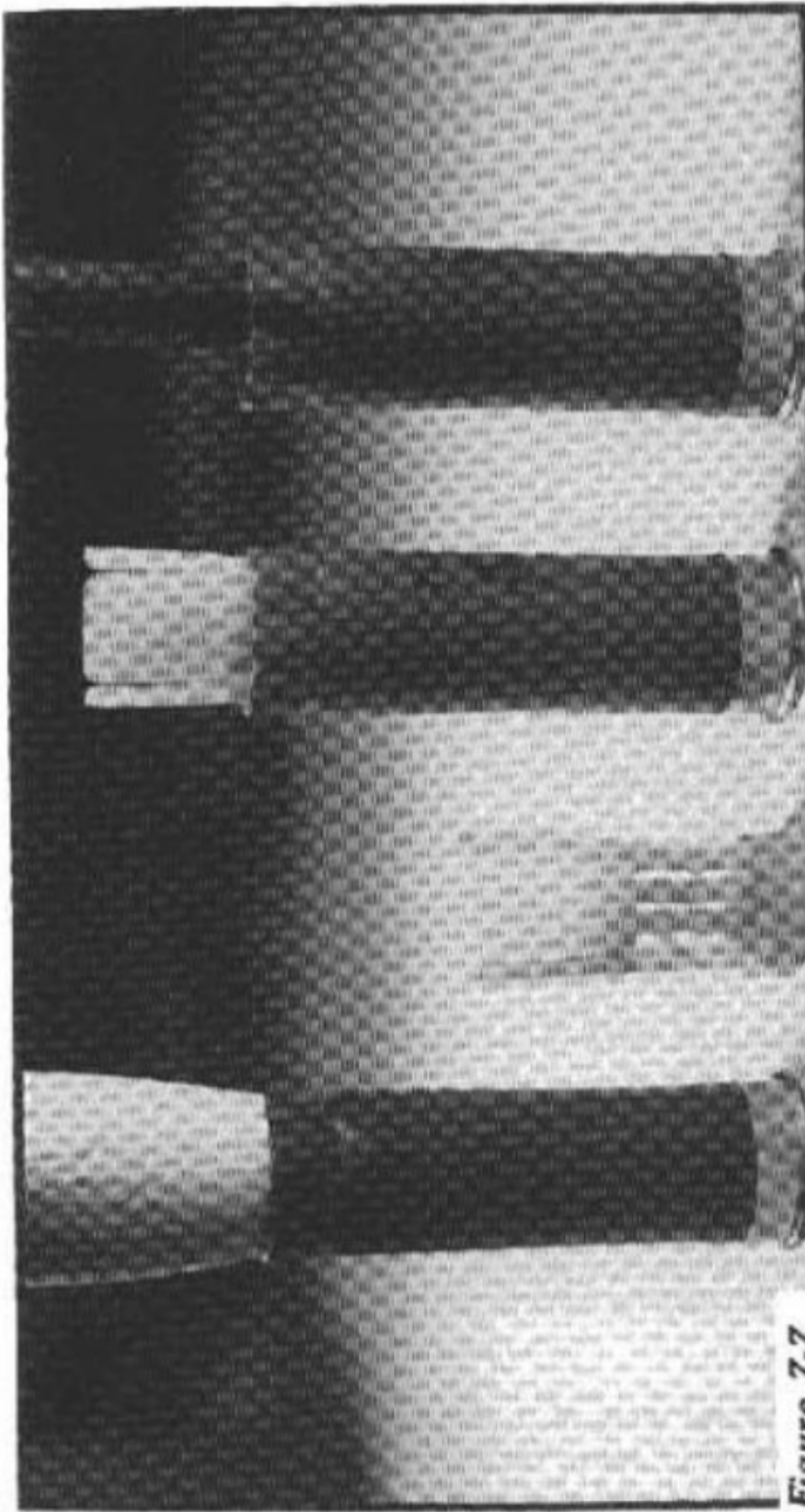
*Seating a new primer. Start the new primer by hand with finger pressure (upper left). Finish seating the primer by inserting a wooden dowel into the shell and applying simultaneous pressure (with a vise) to the front end of the dowel and the rear end of the shell.*



**Figure 7-6**

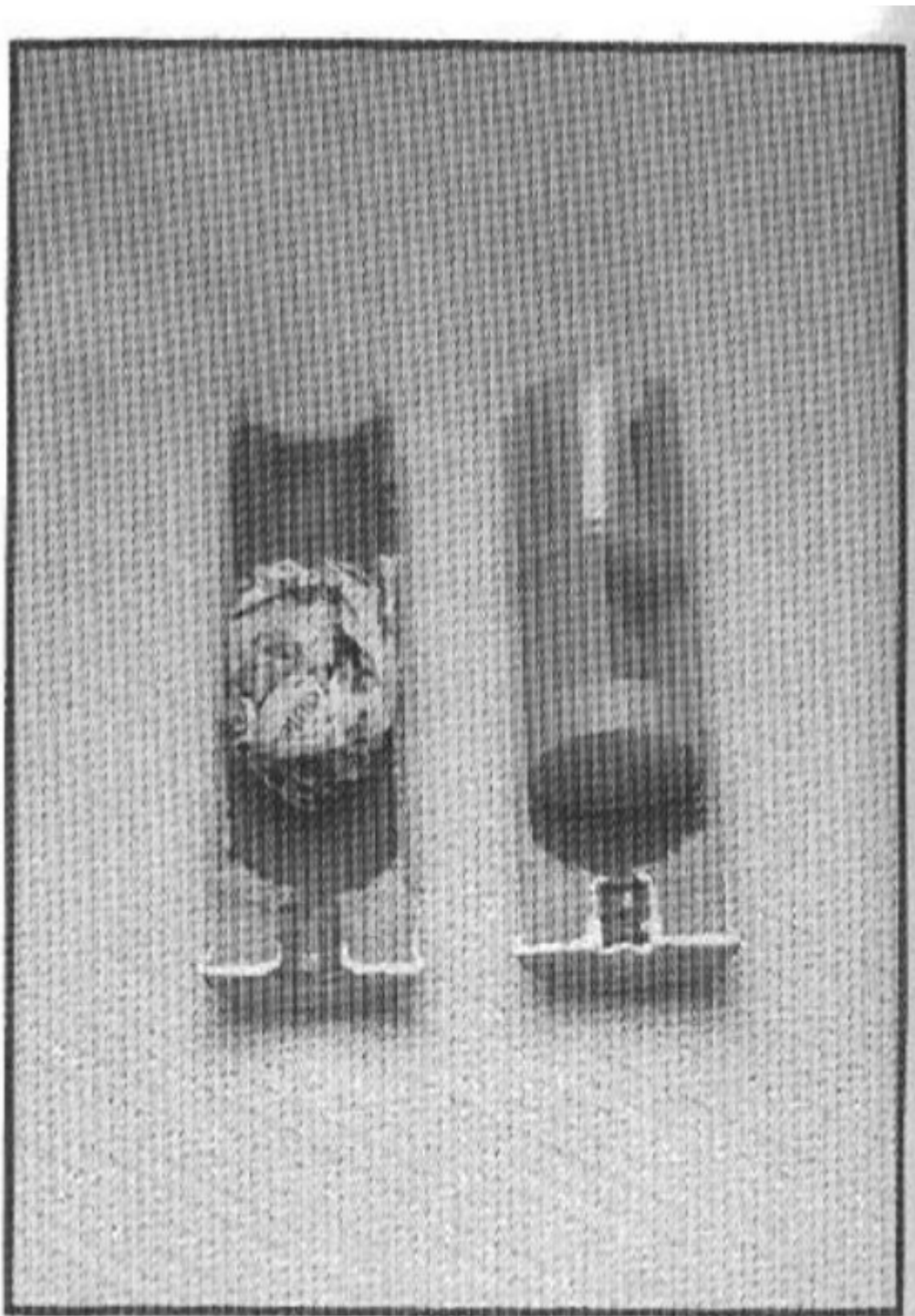
Add gunpowder to the shell with a funnel and a measuring spoon. Aluminum and plastic utensils are preferred because they are non-sparking.





**Figure 7.7**

Putting the wad in the shell is a problem because of the crimp. The crimp can be spread, however, by inserting and twisting a tapered wooden dowel (far left). In sequence to the right is shown a commercial plastic wad; a wad inserted into the mouth, previously spread, of a shell casing; and a pencil being used to push down and seat a wad within the shell casing.

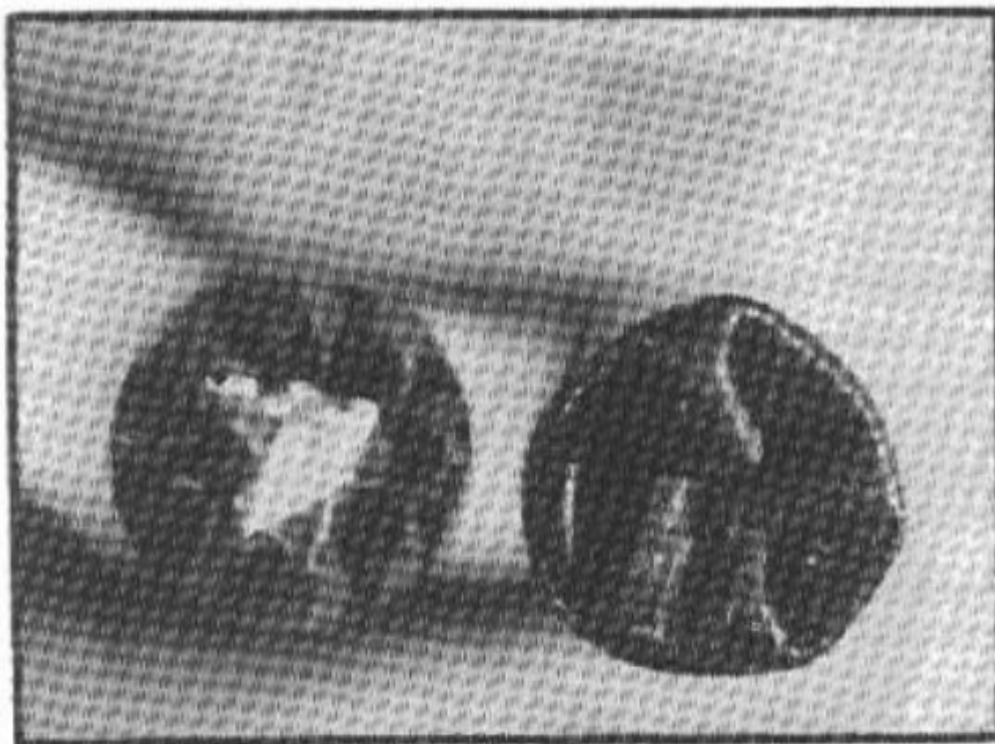


**Figure 7-8**

*In this sectional view of a shotgun shell, on the left is a homemade wad of paper, on the right is a factory-made one-piece plastic wad and shot cup.*



Recrimping the top of the shell with finger pressure only is difficult but can be done. Figure 7-9 shows actual shells which have been crimped with finger pressure alone. If the crimp simply won't stay in place but keeps unfolding, the mouth of the shell can be plugged up with a small ball of paper. The paper will prevent the shot from leaking out.



**Figure 7-9**

On the right is a plastic shotshell that has been recrimped totally by hand with finger pressure only. On the left is a shell which refused to stay crimped. A small ball of wadded up paper has been inserted as an overshot wad to stop the shot from leaking out. The crimp will hold the wad in place and the wad will hold the shot in place.

# Casting Bullets

*How To Cast Your Own Bullets by Rich Stern*

The bullet casting process can be easy, enjoyable, and in many ways, relaxing. It's also liberating. Have you ever had your eye on an unusual gun, but were put off by the oddball caliber and lack or expense of commercial ammo? No problem! When you realize you can easily and inexpensively make bullets for anything that shoots lead, you'll be buying that old warhorse in a heartbeat. For those who might like to try bullet casting but don't know where to start, this is a basic primer.

## Safety

We'll be dealing with molten lead alloy, as well as some other obnoxious substances (more on that in a moment). You must take care to avoid toxic fumes as well as minimize burn hazards. I do all my melting and casting outside, under a covered porch, with plenty of ventilation. I have a set of inexpensive tools dedicated to this process, and they get used for nothing else. If you have young ones around, you need to be even more cautious, because lead ingested by kids can cause harm to their developing bodies. Keep youngsters away from the casting process until they are old enough to participate responsibly. When done casting, clean up your work area so that nothing is left behind for them to get into trouble with. Our society has demonized lead in the last thirty years. The government would have you believe you'll fall over dead at the very sight of lead. It's not as bad as that, but common sense is required. Wash your hands frequently, and always before you are about to eat or drink after handling lead. Avoid touching your eyes, nose and mouth while handling this stuff. If your clothes get contaminated during the casting process, change them before resuming your normal family and work routines. No reason to put other people in jeopardy for lead exposure just because it's part of your hobby.

Minimal safety gear:

- A work area with good ventilation; outside would be best
- Safety glasses (eyeglasses or range safety glasses will work)
- A pair of heavy work gloves
- A sturdy surface to hold your burner and lead pot
- Closed top shoes

Optional, but a good idea for some folks:

- Long sleeve pants and shirt
- Respirator mask

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### Sources of lead

Lead can be purchased from scrap yards, plumbing supply houses, and mail order companies that sell reloading supplies. However, the easiest source of lead for basic casting is used wheel weights, available by the bucketfull at any tire shop or auto dealership. Bring your own bucket, stop at the service manager's desk, and politely ask if they'd be willing to part with some used wheel weights. More often than not, they will gladly give you as much as you can carry. Some places may say no because of liability concerns or because someone pays them for the scrap metal. I've visited four tire shops in my area, all were happy to let me take as much as I felt like carrying. Wheel weights are ideal for casting basic bullets. They contain a small amount of tin (about 0.5%), as well as antimony (about 5%). The tin makes the molten alloy flow better, and the antimony makes the alloy harder. Bullets made of wheel weights typically come out just right for moderate handgun velocities, and work well at modest rifle velocities if you add a gas check to the bullet. Casting experts have developed expertise in varying the alloys for different purposes. Specific amounts of tin and antimony can be added to create very different working properties for cast bullets, for specific uses. We'll leave the advanced metalurgy for the real experts. There are many resources on the Internet for such wisdom, and I've included a few references at the end of this article.

### What you need to begin casting

The list of equipment is minimal, and actually rather primitive by the standards of our modern, digital age. After all, this process is hundreds of years old, and the equipment of yesteryear (a campfire, an iron pot, a ladel, etc.) still works.

You can buy equipment specific to bullet casting. Or you can go the economy route, as I did. The cookware section at the local Walmart provided most of my gear. Here's my list and what each item cost. As you can see, there isn't much investment to get started.

- Electric, single burner stove with variable temp control, \$9
- 1 quart aluminum saucepan, \$3
- Stainless steel condiment cups (used for molding ingots), 2 packs of 4 cups, \$1/pack
- 10x10 aluminum cake pan, \$3
- 3 pack, 10x10 aluminum foil cake pan (disposable kind), \$3
- Metal spoons, six for \$1
- Small ladel for scooping and pouring molten alloy (I use a Lee ladel from MidwayUSA), \$3
- Fluxing material: Used candlewax, old crayons, bullet lube, pretty much anything that is wax-based will work.
- A bullet mold (more discussion on mold selection a bit later). From \$16 to \$60, depending on type.

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Example basic setup.

### Getting started

We'll start out by making ingots. While not absolutely necessary, it's a good way to clean your wheel weights, and get some practice pouring the alloy before we start casting bullets. It is critical that you have good working space. Outside and covered is ideal. We need to avoid the fumes, and we also need to avoid having any water near our melting pot. You must make sure that no moisture comes in contact with the molten alloy. A drop of water in the molten lead can cause a steam explosion, splattering molten lead all over you and anything else nearby. Water and molten metal do not mix! Some people advocate washing the wheel weights before melting them down. Not necessary, in my opinion. All the crud is going to come off in the metal soup when we flux it, so leave it dirty. If you do wash the wheel weights, let them dry for several days. It all has to be dry when it goes in the pot.

For basic casting, use only the wheel weights that have the steel clips. The stick-on, adhesive backed wheel weights are pure lead; too soft for modern bullets. Save them for another day if you shoot black powder and want to cast your own muzzle loader balls, or you want to custom mix alloys by adding other casting metals. Put about 5 or 6 pounds of wheel weights in the pot and turn the electric burner on full power. Go find something to do for 20 to 30 minutes. Come back every five minutes to check the pot, but don't hang around too long. The crud on the wheel weights (road grime, tar, dog piss, etc.) will start to burn off, and the smoke

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is about as foul as anything you'll ever smell. Reminds me of the New Jersey Turnpike, near Port Elizabeth. If you've been there, you know what I mean. Foul.



Melting down wheel weights

Many casters use a lead thermometer to monitor the alloy temperature. I haven't graduated to that level yet. A good lead thermometer is \$30 or more, and being the cheap SOB I am, I don't want one. The 1100 watt Walmart electric burner needs to be left on high to keep 5 to 8 pounds of wheel weight alloy in liquid form. I just set it there and leave it. It's just hot enough for efficient pouring. For more advanced casting with harder alloys like Linotype (printer's lead), a stronger heat source is needed.

Once the alloy is molten, the steel clips and a whole lot of other crud will be floating on top of the mix. Skim it off with a spoon. Dump the skim into one of the baking pans. Remember, all this stuff is very hot, so handle it with care. Don't put it in the trash until it has cooled off. Once you've taken the debris off the top, you are left with a dirty soup of liquid metal, somewhat silvery in color, but with some black, ash-like stuff floating around. Those are impurities we will take out with flux.

## Fluxing

Sounds far more complicated than it is. Simply put, we're dropping some wax (or bullet lube, or fluxing compound) into the mix. Its role is simple: Make anything that is not lead alloy stick to the flux material so we can easily scoop it out. Take a few wax shavings, drop them in. It

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will smoke, and may even burn. Wait until the smoking stops, then slowly, but thoroughly, stir the mix with your spoon or ladel, scraping the sides and bottom of the pot. All of the gray, black, flakey crap that forms at the top, we want to try and corral and skim off. You should be left with nice, silvery looking molten alloy when you've finished fluxing. Don't drive yourself nuts seeking perfection on this step. There will always be some crud left on top of the mix. But it should be minimal. More will show up later, and you can flux again anytime you feel it is worth getting more crap out of the mix. Small amounts of impurities won't hurt the mix, but we don't want chunks of garbage in there, either.



Clean alloy, ready for casting into ingots or bullets.

### Pouring ingots

With nice, clean wheel weight alloy in liquid form in the pot, it's time to pour some ingots. Take the stainless steel condiment cups and place in one of the cake pans, on a level, sturdy surface. Make sure that whatever surface you use will stand up to the heat. The alloy is somewhere between 625 and 700 degrees, and will apply considerable heat through the cups to whatever they are resting on. With your gloves on, pick up the pot and pour the molten alloy into the cups, until they are about 2/3 full. Pour carefully to avoid spills and splashes. Let the cups sit undisturbed for about two minutes, so the alloy can harden. After that, you can pick up the pan and move it if you are concerned about where it is resting. I usually put it on the ground (concrete) after the lead has returned to solid form. The ground helps dissipate the heat more quickly.

Ingots in their "molds" after pouring and solidifying, moved to the ground and left to cool.





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You can buy a fancy ingot mold for \$10 to \$20 so your ingots say "Lyman" or "Lee" but I'm not terribly interested in having someone else's name on something I made. After about ten minutes of cooling, with your gloves still on, turn the cups over and gently tap them. The ingots fall right out. They will still be hot, and so will the cups, so be careful handling them. After about 20 minutes, they are cool enough to handle. Here's what you get:



Filling the condiment cups about 2/3rds full results in convenient, 1 pound ingots.

Now we have nice, clean, nearly pure lead/tin/antimony alloy ingots that are perfect for casting bullets, in a handy size, easy to store, and easy to melt. A pound of nicely cast wheel weights goes for about a buck on eBay, so if you really want to go to town, you can sell your excess ingots for a little cash. We're ready to cast bullets.

### Casting bullets

You'll need one or more bullet molds, based on the caliber, weight and style of bullets you like. Bullet molds are available from many online sources like MidwayUSA, Brownells, Midsouth, etc. Used molds can be found on eBay. There are two major types of molds: Aluminum and iron. I have several Lyman iron molds, and they work very well. I also have some Lee molds that took me a while to get the hang of; once I mastered using them, I started to produce some nice clean bullets. Aluminum and iron have different casting properties and dictate slightly different approaches to casting, and involve a small learning curve. The molds commonly come in single, double, quad and six bullet configurations, which impacts how quickly you can cast bullets. Some of the bullets will be improperly formed rejects. They just go back into the pot for another try. The molds have to heat up to produce good bullets, so it may take some practice casts until you get good bullets. Lee molds are



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inexpensive, typically less than \$20 for a two cavity mold, and should last for 10s of thousands of bullets. The iron molds, properly cared for, can be passed to your grandchildren. Unless you abuse them, they don't wear out. Lyman sells rebuild kits that contain washers and screws, for replacing the parts that most likely will wear out before the mold.



A Lee double cavity mold on the left show with its sprue open, and two Lyman molds, a double and a single.

Each mold needs a handle (some molds come with handles, others require they be purchased separately). The sprue plate is a hinged plate with a hole for each mold cavity, through which the molten alloy is poured. When the alloy has solidified, the sprue plate is opened, which cuts the excess lead from the base of the bullet. The mold is then opened and the bullets should fall out, or fall out with a gentle tap from a block of wood. It's best to have a piece of cotton cloth for the bullets to land on, or the aluminum foil bake pans can be used. The bullets are just below molten temperature when they come from the mold, so they are soft and can be dented easily. Some casters drop them into a bucket of water (with all of the safety caveats that come with such a practice...remember what I said about water near the melting pot). This is called quenching, and produces a considerably harder bullet than just air cooled bullets. Most shooters will be well served with air-cooled cast bullets, but if you want harder bullets, quenching is an easy way to get them using wheel weights. The process isn't much different than the ingots we just poured. Follow the mold manufacturer's directions for mold prep, which may involve lubricating parts of the mold, and smoking the mold with the smoke from a lighter or matches. When your lead alloy is molten, scoop some into your ladle and pour it into the mold until a puddle forms on top of the sprue hole. Wait until it hardens, about 3 to 5 seconds, then open the sprue plate and drop the bullets out. Sometimes a tap from a wooden dowel is needed to free the sprue plate or get the bullets to drop out of the

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mold. With some experience, you'll learn how to efficiently do all of these steps. Close the mold, pour more alloy in, and keep it up until you have the quantity you want. Keep an eye out for poorly formed bullets, which could indicate problems with alloy or mold temperature, or foreign debris in the mold. The mold has to heat up to a good working temperature before you get consistent results, so your initial casts may produce quite a few rejects. You can put those back into the pot. Be careful not to splash molten alloy on yourself or your work area. A few minutes on prep will minimize the number of rejects.



*Some of my cast bullets: .314 rifle bullets on the left, and .357 wadcutters for my .38 special.*

### Sizing and Lubricating

After casting, one or two operations remain. We may have to size the bullets. This depends on a couple of things: The size of your gun's bore, and the size of the bullet the mold casts. If you can fit a bullet into a case without bulging the case, it does not need to be sized. For example, the .314 caliber wheel weight bullets from my Lyman 311495 mold fit into a flared .303 British case. My Enfield's bore size is .312. A cast bullet that is .001" to .002" greater diameter than the bore is good. If the bullet is undersized, the bullet may not fully engage the rifling, resulting in poor accuracy. If the bore is too small, the bullet may generate excess pressure and leave lead in the barrel. Lee makes inexpensive sizing dies that cost about \$12/caliber and work with any reloading press that takes standard dies. Lyman, RCBS and others make more sophisticated, one step lubricating/sizing tools, and these are often preferred by casters who want the finest. The Lee dies work. The sizing step is also good time to put gas checks on bullets intended for high velocity loads. A gas check is a small metal cup that fits around the end of the bullet. It is typically press fit at the same time the bullet is pushed through the sizer die. The gas check protects the bullet from the high pressure and heat of the powder burn, and reduces or eliminates barrel leading that would otherwise occur at high velocities. Lee sizing dies come with a liquid bullet lube that is easy to apply. You put

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the bullets in a plastic tub, add the lubricant, and tumble the bullets around until they are coated. You then set them out on wax paper overnight to dry. Cast bullets must be lubricated, or they will leave lead in the barrel of your gun, making cleaning a real bear.

That's basically it. Advanced bullet casting is simply additional detail or processes on top of what I've described. Using the above info, you can experiment and custom match bullets to your guns for excellent accuracy. Regarding the bullet mold: you can make your own bullet mold by welding two half molds to a pair of garden scissors (make sure it closes flush to one another). To make a half mold, design a valid bullet shape. Now sand, mill or lathe one end of a bar of steel until it is exactly the shape of the bullet you want to make. This will require great precision, so allow yourself time and measure frequently. Next heat up a block of steel with a blowtorch until it is white hot (just before it melts). Press the cold steel form into the hottest area until it is exactly half the way in. Use a wooden block at the exact height of one half bullet below the edge of the heated block to hold the rest of the bar, this will aid in getting exactly half. Immediately remove the steel bar and allow the steel block to cool. Measure the indentation. If you pressed too deep or shallow then try again elsewhere on the mold until successful. Melt down the entire block into a new ingot if you repeatedly fail. Repeat the process for the other half mold. Remember: the tolerances for the bullet are very precise, if you need a perfect mold then try pressing the bar vertically into the heated area and cutting the entire block in half in the middle of the bullet casting hole. Another method is making a clay bullet and pouring the ingot around it. Remove the hardened clay with a chisel after cooling. For more tips on CNC machining, mold making and resin casting see: <http://lcamtuf.coredump.cx/gcnc/>

## Cartridge Cases

Now you have knowledge of how to produce the primer (correctly sized cup + powder + anvil), bullet (correctly sized bullet mold + bullet die for resizing), and propellant. The final piece of the puzzle, and arguably the most difficult, is the casing. The calibers covered in this guide are .38 special, 9mm Parabellum, .22, 5.56 NATO, 7.72 NATO. You can find the exact dimensions of other bullet casings online.

The case is the "bottle" that holds the bullet (the "cork" if you will) at the front, the powder inside that powers the bullet on its trip down the barrel, and the primer in its base that sparks the burning of the powder when it is dented by the firearm's firing pin. The case not only holds everything together, it forms a gas seal crucial to the shooter's comfort and safety when the arm is fired. The high pressure generated by the expanding gasses released by the burning powder when a gun is fired cause the case to expand slightly, tightly sealing the chamber and preventing the blow-back of gas toward the shooter. The concept of the case is what made

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single chamber repeating firearms practical and immensely speeded reloading. Cartridge cases have been made from copper, mild steel, aluminum, and brass. It is the latter case material that is the most durable and the only type of case that is normally reloaded. Brass is a metal alloy composed of approximately 70% copper and 30% zinc. Brass is non-magnetic so, if necessary, a magnet can be used to separate brass cases from steel cases (which are often given a copper or lacquer coating to prevent rust).

Brass cartridge cases are formed from a round disc (called a "blank") of metal that is drawn to its ultimate shape in a series of steps. The only way to harden brass is to deform it. This means that to get the head portion hard enough to withstand firing pressures in a modern high powered rifle cartridge, it has to be worked into shape. The exact amount of working is a critical part of the manufacturing process, and the front portion of the case is less worked, so less hard and the neck/shoulder area is heated to remove hardness (anneal). If you cast a case it would be annealed everywhere (dead soft) and even if it was dimensionally perfect, it would be dangerously weak. Forming from another caliber brass is the only practical way for the amateur to make his own cases. The only way to get the proper grain structure for brass cases is to draw the brass cups into the case shape with some annealing between steps. Machined brass will not have the proper grain structure no matter what you do to it and will only be good for a few very light loads.

### **Case Material**

Brass:

The vast majority of 9mm (and other) cartridges produced since 1902 have had cases made of brass. The brass cases have sometimes been plated with brass or nickel for identification, or appearance or to make them more durable.

### **Rimfire**

Rimfire cases start as rolled, thin sheets of cartridge brass, which are mounted and fed through rollers to reflatten them. The sheet moves into a cupping press that

- lubricates the sheets,
- blanks out disks of brass,
- drives the disks into a cupping die to form shallow cups.

A draw press reduces the diameter and increases the length of the cup in the same manner as copper bullet jackets. The punch and die set in the draw press captures all surfaces of the cup except the base (closed end) and stretches the brass to the desired diameter. The drawn length is longer than that required for the finished case to allow trimming the case mouth to uniform length. The inside of the case mouth may be beveled during trimming to facilitate

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bullet seating. At this point, the case has a finished diameter and case mouth, but the closed end is not shaped into a functional case head. The heading operation shapes the closed end using a press called a header.

Heading accomplishes the following:

- Forms the rim and rim cavity (for holding the priming charge)
- Sets the rim diameter
- Sets the rim thickness
- Sets the final case length
- Applies the identifying headstamp (Example right)



In most factories, all of the heading processes can be accomplished in a single operation. The case is held securely in a stationary die; an inner back-up punch and an outside forming punch come together to apply the required force. The outer punch (bunter) has raised characters on the punch that impress the headstamp into the base. After cold working, the brass may have residual stresses, which may affect the long-term performance and safety of the case. This contributes to age hardening. Stress relief ovens raise the metal temperature enough to relax the stresses without changing the grain structure of the case. The rimfire case is fully formed, but covered in oils that could contaminate the priming compound. Washing removes these oils, leaving water in its place. The cases must be oven dried to remove all traces of moisture.

### Centerfire

Similar to rimfire cases and metal bullet jackets, most centerfire cases start as cups. Since the raw sheet brass required for these cases is often thicker than that used for rimfire cases, preformed cups are frequently purchased by the manufacturer.



Cross section of a cartridge case.

Drawing is the most widely used method in the manufacture of brass cases. It reduces diameter and increases length and is the best method for case fabrication. There is little difference in tooling between case-drawing dies and those used to make bullet jackets. Depending on the length of the finished case, the cup may be drawn from one to five times.

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For cases requiring three to five draws, an intermediate stress relief heat treatment may be applied to keep the material ductile. The dies and punches maximize the diameter and length and fully shape the cavity. This profile defines the wall thickness of the finished part. The case will be thinnest at the mouth to allow flexibility for holding the bullet. To withstand firing pressures, the walls will be thickest at the closed end.

### Drawing Operations

The draw operation leaves enough material in the base to form the web of the case. The web provides support for the primer and reduces the amount of swelling that can occur during firing. After drawing, the cylinder is closed at one end, leaving extra material in the closed end. That end is convex after drawing; the draw dies work only the metal in the walls of the case. The next operation flattens the base, squaring it and applying the head stamp. Heading also forms the rim for a rimmed case or removes the excess material when creating a rimless case. Heading forms a primer pocket in the web. The cylindrical case is mounted in a die to prevent changes in diameter; a support punch is placed inside the case to resist the blow of the bunter. The bunter has a central protrusion that will form the primer pocket (the recess that accepts primer during cartridge assembly).



Bunter to form primer pocket and headstamp

If the case is to have a protruding rim (e.g., 30-30 Winchester), the supporting die requires a step in the end facing the bunter. The step allows all of the extra metal to flow toward the end and creates the mass of material that will eventually form the rim. The die that supports a rimless case (e.g., 5.56 mm NATO) has a slight enlargement at the exact same point. This enlargement provides that there is plenty of extra metal to ensure that subsequent operations keep the case head concentric.



### Head-Turning Operations

The next operation finishes the exterior shape of the case head. Head turning is performed in a small automated lathe, with the cutter blade mounted at ninety degrees to the long axis of the case so that it can create all needed surfaces in one pass. When the factory switches from producing 30-30 Winchester cases to manufacturing 5.56 mm NATO cases, the cutter is changed to meet the new specifications.

### Collets

The head turning machine grips the cases in a collet, a hollow die with longitudinally split walls that can grip and release a round object. When the case is fed into the machine, force is removed from the collet, allowing it to accept the next case to be processed. As the case seats, the machine applies pressure to the collet forcing it to firmly grip the case. The case and collet spin to high speed before the cutter touches the case, ensuring a clean accurate cut. The collet opens and a punch dislodges the case. Good head-turning machines will process 60 to 120 cases per minute. Some head turning machines can also drill or punch the flash hole, which is the hole that allows fire from the primer to reach the propellant charge. If the case will be loaded (as opposed to being sold as a component), the maker will probably punch the flash hole in the case just before the primer is inserted on a device called a pierce-and-prime machine.



### Taper, Trim, and Neckdown

After head turning, the case is slightly longer than the finished product and is a near-perfect cylinder. Most cases are ultimately tapered to some degree. The case is run into a die. If a



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small taper is needed, one die can suffice; for more pronounced tapers, the taper is produced progressively to reduce stresses. Many rifle cartridges have a distinct bottlenecked shape. The neck and shoulder that create the bottleneck shape are also produced in a die or in a series of dies (if the neck diameter is much smaller than the case body).



Bottleneck cartridge case

Once the final profile is formed, the case is trimmed to the specified length. Trimming can be performed on a machine with a cutter that is moved to work the open end of the case (similar to the head-turning machine). Trimming can also be performed in a machine with a rotating cutter; the cutter axis aligns with the case axis. It moves down onto the case mouth, and a preset stop halts the cutter when the correct length is reached.

### Stress Relief, Annealing, and Hardness

Residual stress from the forming operations can affect both rimfire and centerfire cartridge cases. For many cases, especially those with bottlenecks, the stresses are so great that high-temperature annealing must be used. After forming, a bottleneck case may appear perfectly serviceable. However, massive stresses are likely to remain in these areas. If the ammunition is loaded and stored without addressing these stresses, cracks can appear in the bottleneck area.



Split neck  
cartridge cases



7.62 mm  
NATO  
cartridge

Case bottlenecks are normally flame-annealed by the following process:

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- Placed on a moving rail or rotary disk system, the case passes before a set of gas burners that rapidly heat the neck and shoulder area to glowing.
- As the case becomes incandescent, the brass grains grow larger.
- The heated area of the case is immediately tipped into a water bath to quench the case, establishing the large grain size.
- The treatment causes a dark, but harmless, discoloration to the neck area. In commercial ammunition, this dark area may be polished out for cosmetic reasons; in U.S. military ammunition, the discoloration remains visible.
- The application of heat treatment technology to vary the grain size gradually, from small grains in the head area to large ones at the case mouth, determines case hardness.

All high pressure cases must have variable metallurgical properties depending on the part of the case, as follows:

- Head - must be tough and relatively unyielding, small brass grains contribute to the toughness.
- Body - the case walls must combine flexibility and strength to contribute to the obturation system.
- Mouth - must be softer (larger brass grains) to prevent cracks from the strain of holding a bullet.

### Alternate Materials

Brass is the most commonly used material in the production of the modern cartridge case. Mild steel cartridge cases and bullet jackets are manufactured outside of the United States. Another alternative material is aluminum alloy, which is used to produce centerfire cartridge cases. Other materials, such as plastic, have been tried but have not been widely accepted.



Cartridge with aluminum case

### Making ammunition from brass pipes

Making ammunition does not have to be so difficult. Achieving different calibers for the casing is as simple as finding brass tubes or pipes and accomplishing the job on your bench vise. To reduce the tube place the piece of tube on one end of a die and squeeze away. Keep in mind that it is best to reduce it multiple times if the difference in diameter is large. Or you can reduce small quantities of brass tube by swaging it down in a collet. To expand the tube try

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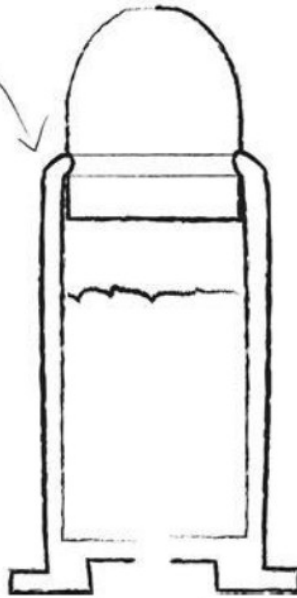
driving a piece of tube over a tapered or straight mandrel. You draw the brass tube at a shallow angle over the end of the mandrel to stretch it. This is not foolproof - there is some skill involved. Alternatively you can use graduated dent balls which can be pushed or pulled through the tubing to expand it. The graduated balls avoid any problems with roundness; you can thread one and put it on a rod with handle for ease of control, and it would be easy to make balls in sizes appropriate for the job as needed. Usually the graduated balls come in sets with 0.005" increments, making them highly useful to measure internal diameter. Make sure the wall thickness when reducing or expanding it, does not become too thin. Having it be slightly thick is acceptable as long as the external diameter still matches the required caliber, also adjust the size of the rest of the components. Tapering the case is achieved best through using a short tapered mandrel or make a die by boring a piece of steel with the correct taper for the outside of the finished tube. Make sure you know the angle of the taper so that it reaches correct diameter over the correct length.

## Cartridge Schematics

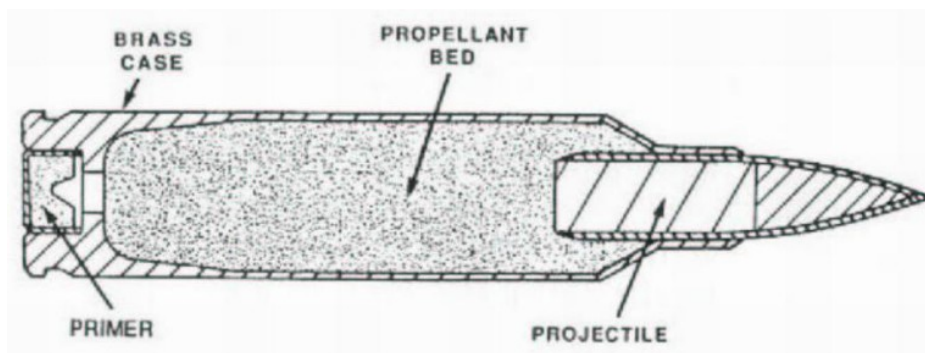
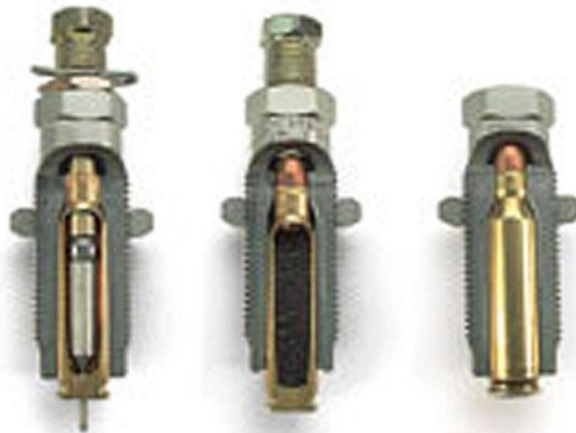
### ROLL CRIMP

CASE WALLS ARE "ROLLED"  
INTO THE CANNELURE GROOVE  
OF THE BULLET.

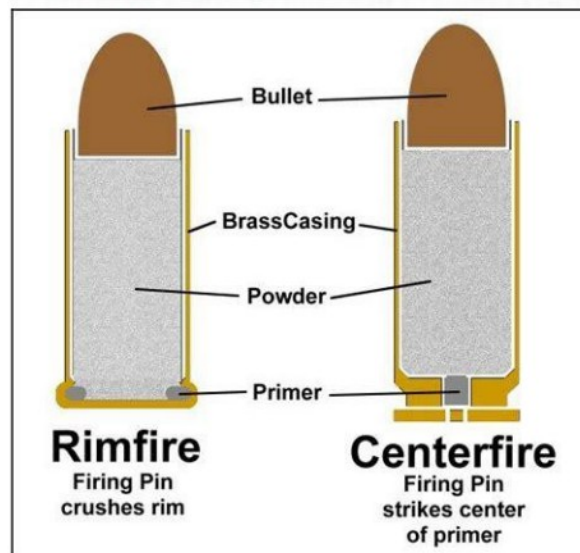
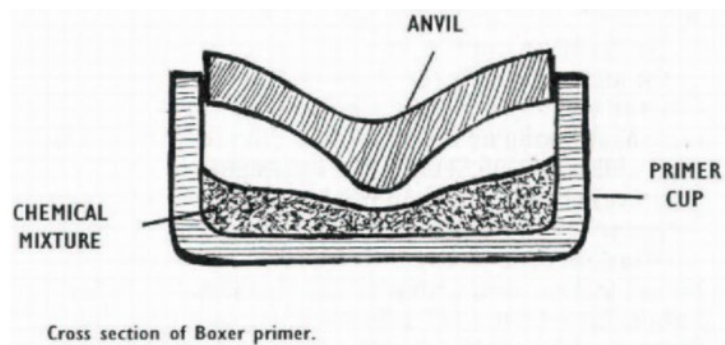
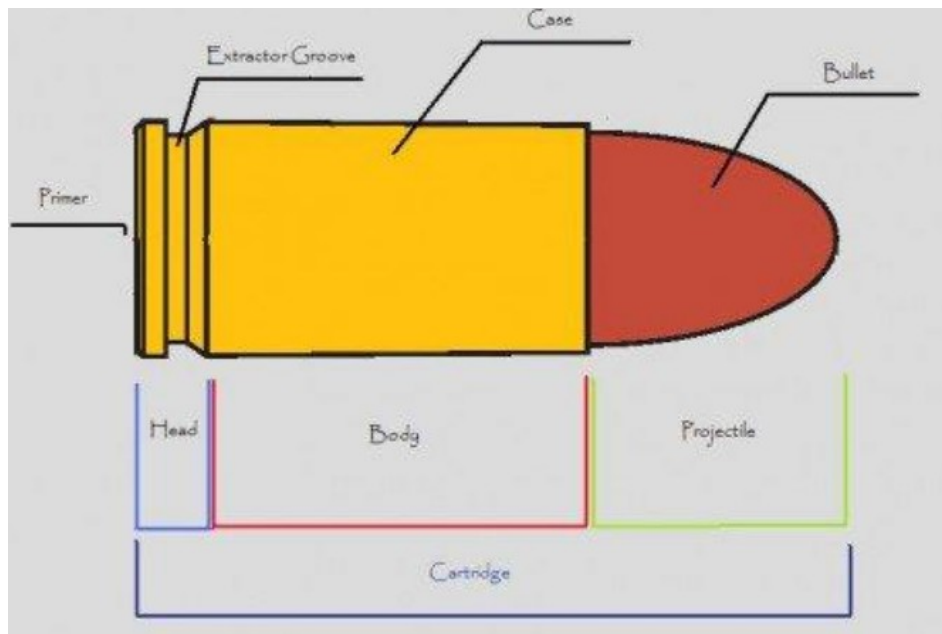
CASE NECK TENSION STILL  
HOLDS THE BULLET IN THE CASE,  
BUT THE ROLL CRIMP HELPS  
PREVENT MOVEMENT.



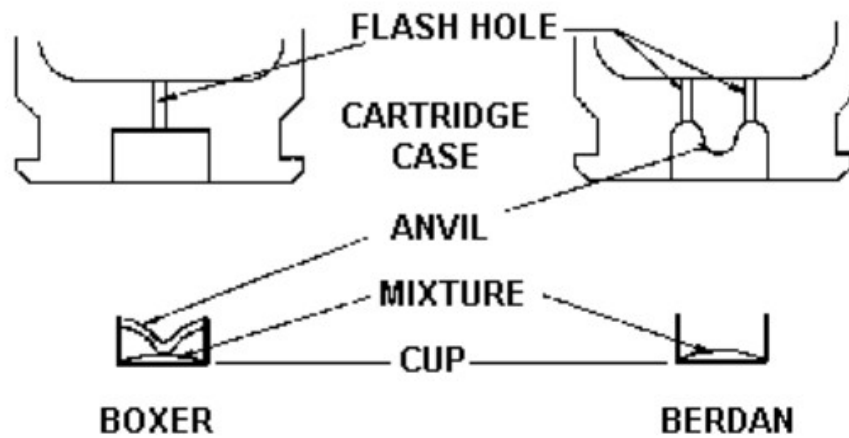
Not every bullet has a cannelure groove or is roll crimped. Below are 3 dies from Dillon designed to progressively taper a case. Note one creates the neck, one crimps and one tapers. Add the primer last.



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Remember: the anvil is to crush the explosive between the cup and the anvil in order to ignite it. Make sure it is a shape which allows it to compress the explosive and push against the case. You do not want a loose anvil.

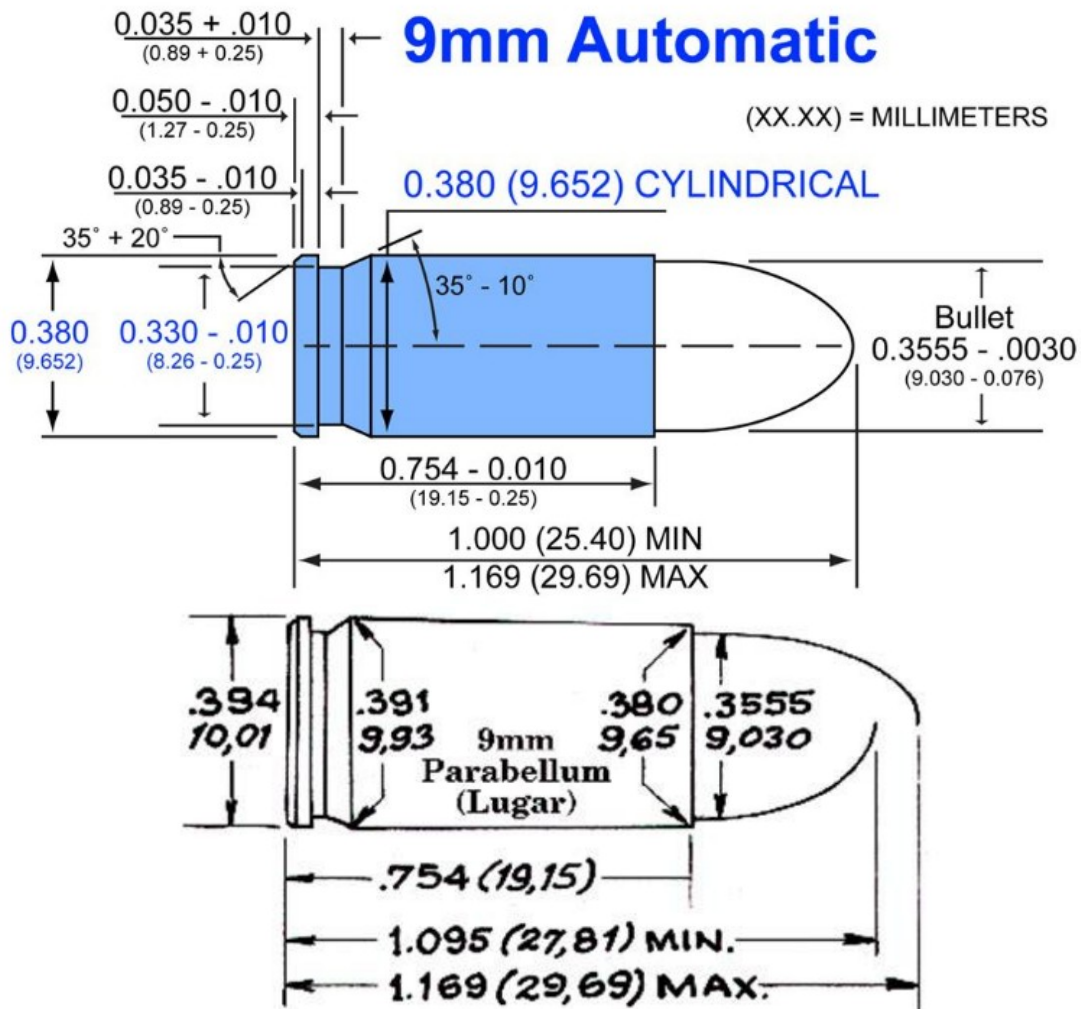
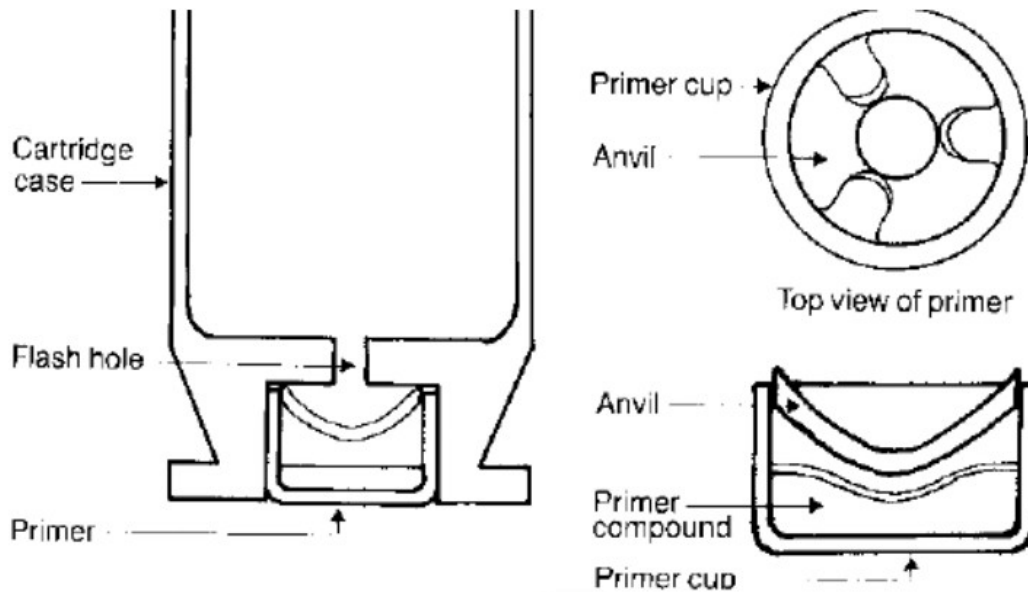
# Boxer



# Berdan



## SS Combat Manual

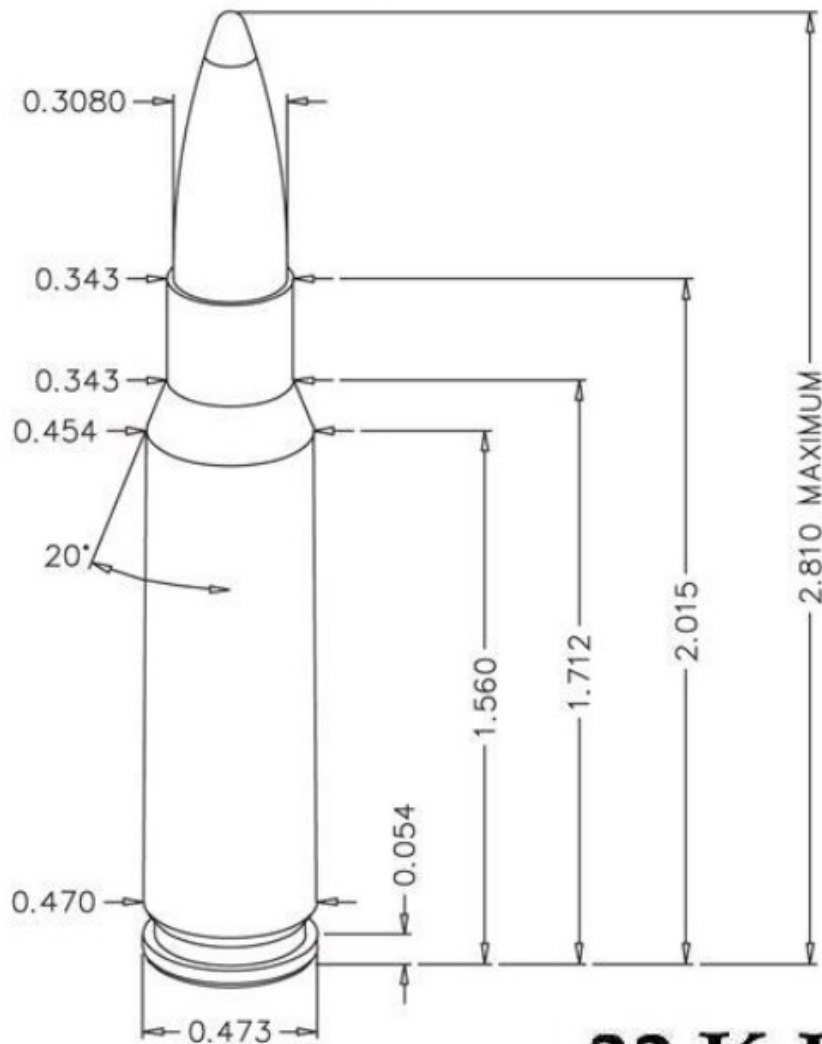




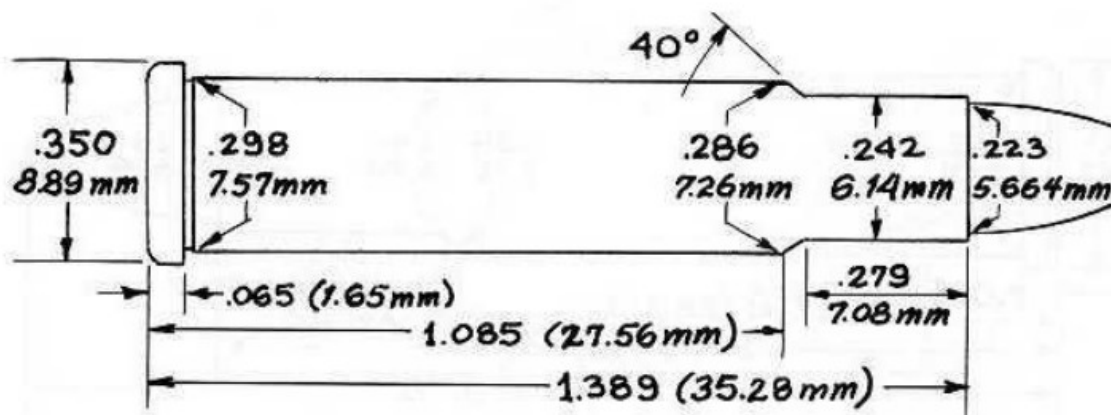
**.38 SPECIAL**



# The NATO 7.62x51 / Winchester .380 Round



## .22 K-Hornet (40°)



### Handguns

The choice of pistols is strictly a personal matter since very few will use them as their primary weapon. Whether you like automatics or revolvers is not as important as is access to ammunition. The most common pistols are .45 and 9mm.

### Rifles

Probably the best single choice for the purpose described here would be an assault rifle chambered for the 7.62mm (.308 Winchester) cartridge. Scoped and in the hands of a skilled marksman, this cartridge is capable of hits on man-sized targets at 500+ yards. Even lead bullets in this caliber are powerful enough to penetrate most body armor, car bodies and the brick walls of homes. The AK-47 assault rifle uses the 7.62x39mm round and is widely available. The AK-47 is an ideal weapon for urban fighting, small, lightweight, and powerful. Good choices also include the CETME, FN-FAL, and Heckler & Koch HK-91. Another good choice is one of the 5.56mm (.223) rifles such as the Colt AR-15. The 5.56mm cartridge is readily obtainable in quantity since it is a current U.S. military round. It offers excellent accuracy and reasonable stopping power out to 250 yards. Recoil is very mild. The AR-15 carbine is an ideal weapon for urban combat.

The battle rifle, the designated marksman rifle (DMR) and the attack rifle (AR or carbine) each indicates a category. In chronological order the battle rifle was the first which appeared on the battle fields. Battle rifles chambered for rifle cartridge which is enough powerful and effective to shoot over 800 meter. This power often was needless during WWII so a new category, the latest generation of firearms had been emerged: the carbine (or nowadays AR). Carbine originally a French word means "short barrel, lightweight cavalry weapon". In practice they are extremely practical in CQC (close quarter combat), nowadays these are the individual weapon of soldiers. It can be shot aimed fire 300-400 meters. DMR is a newly created concept. Designated marksman uses a multi purpose (and NOT a purpose-built sniper rifle) weapon with enhanced aiming capabilities. DMR can be a carbine (such as M16A4) or battle rifle as well (M14 EBR - Enhanced Battle Rifle). The DM increases the squad / fireteam's capabilities to engage targets to approximately 600 meters where the standard service rifles would be ineffective. But a DM is not equal with a sniper (nor his weapon, nor his training as well).

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M4 Rifle which uses the 5.56 NATO round.

## Shotguns

For gunfights at close range, such as inside buildings, nothing is as effective as the 12gauge shotgun. 12-gauge “high brass” shells in 00 or number 4 buckshot will knock down even the largest adversaries. There are no reports of anyone ever taking a chest full of either size then getting back up. Shotguns can also be made very small for use in clearing buildings. Most shotguns are slow and clumsy to reload, so you should add an eight or ten-round magazine extension.

## Small Machine Guns

The SMG is smaller than an Assault Rifle, and has a smaller magazine. SMGs also have a much smaller effective engagement range than an assault rifle does. The assault rifle has a much more powerful and faster bullet combined with a longer barrel allows for better accuracy. Usually, Assault Rifles have the ability to fire semi-automatically (one round fired each time you pull the trigger) while SMGs usually can only go full-auto (“machine-gun” mode). SMG ammo is lighter but has less power.



MP5 which uses 9mm pistol ammo.

## 3D Printed guns



The Complete Getting Started Guide

<https://ctrlpew.com/the-complete-getting-started-guide/>

Deterrence Dispensed

[https://keybase.io/team/det\\_disp](https://keybase.io/team/det_disp)

FOSSCAD 3D Printing repo:

<https://github.com/maduce/fosscad-repo?files=1>

All the CAD files:

<https://fosscad.org>

Downloadable printed gun materials

<https://github.com/maduce/fosscad-repo/tree/master/Firearms>

<http://codeisfreespeech.com/>

Grabcad

<https://grabcad.com/library?>

[page=1&time=this\\_month&sort=most\\_downloaded&categories=3d-printing,military](https://grabcad.com/library?page=1&time=this_month&sort=most_downloaded&categories=3d-printing,military)

Gun CAD designs for sale

<http://rifleconnection.com/>

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“80%” AR-15 Lower: Machining Instructions (Download) - SolidWorks CAD Code

[http://herohog.com/GunBuilds/ar15\\_lower\\_machining\\_instructions.pdf](http://herohog.com/GunBuilds/ar15_lower_machining_instructions.pdf)

[http://herohog.com/GunBuilds/ar15\\_80\\_percent\\_lower.zip](http://herohog.com/GunBuilds/ar15_80_percent_lower.zip)

Complete AR-10 CAD

[http://herohog.com/GunBuilds/ar10\\_complete.zip](http://herohog.com/GunBuilds/ar10_complete.zip)

Complete AR-15 CAD

[http://herohog.com/GunBuilds/ar15\\_complete.zip](http://herohog.com/GunBuilds/ar15_complete.zip)

Ruger 10-22

[http://herohog.com/GunBuilds/ruger\\_10-22\\_complete.zip](http://herohog.com/GunBuilds/ruger_10-22_complete.zip)

1911

[http://herohog.com/GunBuilds/1911\\_complete.zip](http://herohog.com/GunBuilds/1911_complete.zip)

VZ 58

[http://herohog.com/GunBuilds/vz58\\_complete.zip](http://herohog.com/GunBuilds/vz58_complete.zip)

Beretta 92FS

[http://herohog.com/GunBuilds/beretta\\_92fs\\_complete.zip](http://herohog.com/GunBuilds/beretta_92fs_complete.zip)

## Grenades

The probability that purchasing hand grenades is legal in your country is very low. That being said, if you manage to acquire a vendor, legal or illegal, here are some you should consider:

- Eurometaal Nr20
- F1
- OD/82 HE/SE
- RGN
- M67
- HG 85
- Arges Type HG 84

## Drones

Drones are a commercial product and drone building and design is a common hobby. Drones are also an invaluable tool for modern guerrilla warfare. They are useful for intelligence gathering and offensive operations (or both when adjusting mortar shots). Jammers are the biggest threat to drone usage but you could aim a drone at a coordinate without the use of GPS if it contains an internal compass and some way to track distance. Drones also bypass modern radar: with the lack of metals, they do pretty well, mainly because there's nothing

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much to reflect. Russian VHF and UHF have a hard time tracking regular quadcopters in any significant range to be effective (around 7.7km with them knowing where to look). Worse case they think it's a few birds, best case you have so much that you saturate their subsystems and they can't deal with it. Drones under \$25,000 use regular WIFI and a linux single board computer. Military and Commercial camera drones use all sorts of weird technology and frequencies. It is a lot more difficult to manipulate more expensive drones. Regarding maximum range, You can get 40km of range with a radio link for under \$100. Use of drones in creative mission such as assassination is highly recommended.

## Gear and Tools

Urban guerrillas will usually be more lightly armored than their rural counterparts. They may even wear civilian clothing with only a balaclava to set them apart. Their gear and tools too are usually minimal: only what is necessary for the mission at hand. If it involves expropriation of assets, then lockpicking tools, crowbars, wire cutters and saws are needed. If it is a patrol or scouting mission then communication and photography equipment is useful. There is no standard gear or tool list for the urban guerrilla other than at least one loaded firearm.

Every guerrilla needs:

- Boots (two pair)
- Socks (wool and cotton, six pair of each)
- Gloves (waterproof)
- Underwear (several pair)
- Combat fatigues (olive drab or woodland camouflage, four sets)
- Waterproof poncho and liner
- Field jacket and liner
- Blanket or Sleeping bag suitable for weather conditions
- Sleeping pad
- Long underwear (two pair)
- Kevlar Helmet or steel pot with liner
- Camo gear (paint, veil, mask or burnt cork)
- Pistol belt
- Suspenders for pistol belt
- Signal mirror
- Radio (Two way and AM/FM) with extra batteries
- Rope (25 feet)
- Backpack/Alice pack (medium or large)
- Rifle or shotgun
- Pistol
- Holster
- Haversack or hunting pouch
- Canvas piece
- Tent or Shelter Half
- Webbing or belt



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- Gas mask
- Ammunition pouches (at least two)
- Ammunition (minimum 1000 rounds per weapon)
- Mess Kit
- Two canteens with insulated covers
- Canteen cup
- Butterdish
- Cutlery
- Hunting knife or dagger
- Compass
- Lighter, matches, magnifying lens, firestone
- Weapons cleaning kit
- Sewing kit
- Personal hygiene kit
- Wash and cleaning kit
- Pencil and paper
- Watch
- Camouflage net
- Mosquito (head) net
- Insect repellent
- Water purification tablets
- Toilet paper
- Utility knife (Swiss army knife)
- Combat knife
- First-aid equipment:
- Small first-aid kit with basic first-aid instructions
- Bandage pack (on the body)
- Quinine
- Aspirin
- Anti-biotics
- Vitamin Drops
- Tannalbin
- Amphetamines
- Water purification tablets
- Each group needs:
- Binoculars
- Flashlights with extra batteries
- Electrical tape (black)
- Mapcase and maps
- Calendar with rising and setting times of sun and moon
- Edible plants and animal guide/survivalism guide
- Shovel or entrenching tool
- Claw axe
- Saw

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- Insulated pliers and wire cutters
- Collapsible stoves for solid fuel
- Whistle
- Food Rations

The best rations are military style MREs. They can be purchased by civilians from survival and prepping stores or created yourself. There are many recipes online how to make MREs. Good MREs may include beans, crackers, canned foods, fruit bars, cereal bars, candy bars, biscuits, dried meat, and water to wash it down with.

# Explosives

## Home-made explosives

In a perfect world the National Socialist would not need to manufacture bombs at home, however a perfect world must be forged through our Iron and Blood, which starts in the household. With little effort and money some impressive devices can be made.

### Primary Explosives:

- HMTD
- Lead Azide
- DDNP
- Acetone Peroxide
- Double Salts
- Mercury Fulminate

### Secondary Explosives:

- RDX
- PETN
- TNT

## Basic Safety Rules:

1. Do not smoke! Avoid open flames, especially when working with flammable liquids or powdered metals.
2. Grind all ingredients separately. It is alarming how friction sensitive some supposedly safe compositions really are. Grinding causes heat and possibly sparks, both of which can initiate an explosion.
3. Start with very small quantities. Even small quantities of high explosives can be very dangerous. Once you have some idea of the power of the explosive, you can progress to larger amounts. Store high explosives separately from low explosives, and sensitive devices, such as blasting caps, should be stored well away from all flammable or explosive material.
4. Allow for a 20% margin of error. Never let your safety depend on the expected results. Just because the average burning rate of a fuse is 30 secs/foot, don't depend on the 6 inches sticking out of your pipe bomb to take exactly 15 seconds.
5. Never underestimate the range of your shrapnel. The cap from a pipe bomb can often travel a block or more at high velocities before coming to rest. If you have to stay nearby, remember that if you can see it, it can kill you.
6. When mixing sensitive compounds (such as flash powder) avoid all sources of static electricity. Work in an area with moderate humidity, good ventilation, and watch out for sources of sparks and flame, which can ignite particles suspended in the air. Always follow the directions given and never take shortcuts.

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7. Buy quality safety equipment, and use it at all times. Always wear a face shield, or at the minimum, shatterproof lab glasses. It's usually a good idea to wear gloves when handling corrosive chemicals, and a lab apron can help prevent life-threatening burns.

### How to mix ingredients

The best way to mix two dry chemicals to form an explosive is to do as the small-scale fireworks manufacturer's do. Ingredients:

- 1 large sheet of smooth paper (for example a page from a newspaper that does not use staples)
- The dry chemicals needed for the desired compound.

#### Procedure

1. Measure out the appropriate amounts of the two chemicals, and pour them in two small heaps near opposite corners of the sheet.
2. Pick up the sheet by the two corners near the powders, allowing the powders to roll towards the middle of the sheet.
3. By raising one corner and then the other, roll the powders back and forth in the middle of the open sheet, taking care not to let the mixture spill from either of the loose ends.
4. Pour the powder off from the middle of the sheet, and use immediately. If it must be stored use airtight containers and store away from people, houses, and valuable items.

### Gunpowder

Black powder is the mainstay of pyrotechnics. At a basic level it is a mixture of potassium nitrate, charcoal and sulphur. However, simply mixing these ingredients together will not produce proper black powder. It merely produces a much milder version, which itself is used extensively in pyrotechnics, and is commonly called meal powder. True black powder takes advantage of the extreme solubility of potassium nitrate by mixing the very fine milled ingredients into a dough with water, then using strong compression to force the water out of the mixture, so that tiny crystals of potassium nitrate form in and around the particles of the other ingredients. This produces a product that is far fiercer than the simple meal powder.

### Rocket engine powder

One of the most exciting hobbies nowadays is model rocketry. Estes is the largest producer of model rocket kits and engines. Rocket engines are composed of a single large grain of propellant. This grain is surrounded by a fairly heavy cardboard tubing. One gets the propellant by slitting the tube lengthwise, and unwrapping it like a paper towel roll. When this is done, the gray fire clay at either end of the propellant grain must be removed. This is usually done gently with a plastic or brass knife. The material is exceptionally hard, and must be crushed to be used. By gripping the grain on the widest setting on a set of pliers, and putting the grain and powder in a plastic bag, the powder will not break apart and shatter all

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over. This should be done to all the large chunks of powder, and then it should be crushed like black powder. Rocket engines come in various sizes, ranging from 1/4 A - 2T to the incredibly powerful D engines. The larger the engine, the more expensive. D engines come in packages of three, and cost about \$5.00 per package. Rocket engines can be used as is, or can be cannibalized for their explosive powder.

## Rifle/Shotgun powder

Rifle powder and shotgun powder are really the same from a practical standpoint. They are both nitrocellulose based propellants. They will be referred to as gunpowder in all future references. Gunpowder is made by the action of concentrated nitric and sulfuric acid upon cotton. This material is then dissolved by solvents and then reformed in the desired grain size. When dealing with gunpowder, the grain size is not nearly as important as that of black powder. Both large and small grained gunpowder burn fairly slowly compared to black powder when unconfined, but when it is confined, gunpowder burns both hotter and with more gaseous expansion, producing more pressure. Therefore, the grinding process that is often necessary for other propellants is not necessary for gunpowder. Gunpowder costs about \$9.00 per pound.

## Flash powder

Flash powder is a mixture of powdered zirconium metal and various oxidizers. It is extremely sensitive to heat or sparks, and should be treated with more care than black powder, with which it should NEVER be mixed. It is sold in small containers which must be mixed and shaken before use. It is very finely powdered, and is available in three speeds: fast, medium, and slow. The fast flash powder is the best for using in explosives or detonators.

## Thermite

Thermite is a fuel-oxidizer mixture that is used to generate tremendous amounts of heat. It is a mixture of iron oxide and aluminum, both finely powdered. When it is ignited, the aluminum burns, and extracts the oxygen from the iron oxide. This is really two very exothermic reactions that produce a combined temperature of about 2200 degrees C. This is half the heat produced by an atomic weapon. It is difficult to ignite, however, but when it is ignited, it is one of the most effective firestarters around.

Materials:

- powdered aluminum (10 g)
- powdered iron oxide (10 g)

There is no special procedure or equipment required to make thermite. Simply mix the two powders together, and try to make the mixture as homogenous as possible. The ratio of iron oxide to aluminum is 50% / 50% by weight, and be made in greater or lesser amounts. Ignition of thermite can be accomplished by adding a small amount of potassium chlorate to

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the thermite, and pouring a few drops of sulfuric acid on it. The other method of igniting thermite is with a magnesium strip. Finally, by using common sparkler-type fireworks placed in the thermite, the mixture can be ignited.

## Cordite

Materials:

- Guncotton
- Nitroglycerine
- Acetone
- Petroleum jelly

Cordite is a smokeless explosive. You take your guncotton, mix it with nitroglycerine, petroleum jelly and a little acetone and let it dry and then you have cordite! You can use it by itself or with other charges.

## HMTD (Hexamethylenetriperoxidediamine)

DETONATION VELOCITY: 4511 M/sec. @ 0.88 G/cc 5100 M/sec. @ 1.10 G/cc

FRICTION SENSITIVITY: Very Sensitive!!!

BEHAVIOR TO FLAME Small quantities flash like guncotton Large accumulations will detonate.

HMTD is a high performance initiating explosive. It is one of the better initiating explosives but has some definite drawbacks. HMTD is not stable at even slightly elevated temperatures. Room temperature will even cause a decrease in performance with storage time. As one would imagine, due to the extreme excess of oxygen, the corrosion of metals in contact with the peroxide is a problem. The metals that will cause problems are aluminum, zinc, antimony, brass, copper, lead and iron. These metals in contact with the HMTD even when dry, will cause corrosion. With water present, in the HMTD, the corrosion would more quickly disable an improvised blasting cap that could be made with this material. Spraying the inside of your copper tubing with urethane plastic would most likely reduce greatly, if not completely stop, this corrosion problem.

## HMTD Production

Process 1

Obtain 6% hair bleaching peroxide which is available from any beauty salon or beauty supply store. This is a 20 volume hydrogen peroxide. Place 9 teaspoons of this. 6% peroxide in a one pint canning jar or 500 ml beaker. In three portions dissolve by stirring 2-1/2 teaspoons of powdered hexamine (Crushed U.S. Army ration heating tablets). This is stirred until all the hexamine dissolves. The solution should then be chilled in a ice water bath for 1/2 hour. To this chilled solution add, in four portions, 4-1/2 teaspoons of powdered citric acid. Citric acid is readily available and should be found with canning supplies or in a pharmacy. With each

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addition the solution should be stirred until the citric acid dissolves in the liquid before another addition is made. When all the additions have been made continue stirring the liquid. The beaker or jar containing the solution should remain in the ice bath. The solution will become cloudy. With the completion of the 1/2 hour stirring the liquid is placed in a refrigerator. This will speed the process. If a refrigerator is not available let the solution stand for 24 hours. Filter the solution through a paper towel or coffee filter. The white substance is the explosive. \

CAUTION: HMTD is sensitive to shock, impact, friction, heat and open flame. Extreme care should be exercised. HMTD will detonate from any of these stimuli even when soaked with water. These white crystals are washed with 45 ml of distilled water. Tap water can be used if necessary, but will yield a compound of lesser purity. They are then washed with 75 ml methanol alcohol. These crystals are allowed to dry in a cool dry place. If a 30% technical grade ("Superoxol") of hydrogen peroxide is available it should be used instead of the 6%. If 30% is used the proportions are as follows to use in the same process as above are:

- HYDROGEN PEROXIDE. "Superoxol" (30% d. 1.11 G/cc)- 185 G HEXAMINE
- (Crushed ration heating tablets) 56 G
- CITRIC ACID (tech. grade or food grade) 84 G

These are used in the procedure given above. Simply "plug in" the amount immediately above for the spoon wise proportions given in the 6% hydrogen peroxide process and the washing would be done with 150 ml cold water. Of course in the procedure if 35% or 40% is the only type hydrogen peroxide available, then simply calculate the actual weight of hydrogen peroxide. We know that 185 G. of peroxide are used above. This is 30% hydrogen peroxide.  $185 \text{ G.} \times .30 = 55.5 \text{ G.}$  We know that we need 55.5 G. hydrogen peroxide. Suppose we have some 40% peroxide. We take our 55.5 and divide by 40 thus  $55.5 / 0.40 = 138.75$ . Simply use 139.0 G. of this 40% hydrogen peroxide in the procedure above. The yield of this process with 30% hydrogen peroxide is much greater that is the use of 6% hydrogen peroxide. But with the 6% being the easier of the two to obtain it still would hold possibilities.

### Process 2

This second process is one of very easy acquisition of the main ingredients. Yield is not as high as the procedure above with either strength peroxide. This process makes use of the easy formation of hexamine and the parallel formation of a slightly acid solution. This acid is liberated from the ammonium sulfate salt. It is, of course, sulfuric acid. This acid performs the function of the citric acid in the procedure above. This is after the free ammonia and the formaldehyde form hexamine. Yield will be relatively low with this procedure but the materials are readily available and cheap. Since this procedure takes place at a elevated temperature there will be some lost of product to this subsequent heat and the decomposition that will accompany it. This process will work and could be used if necessary. Five hundred grams of 3% hydrogen peroxide are placed in a quart jar or 1000 ml beaker. Three percent hydrogen peroxide is available as an antiseptic solution in grocery stores, etc. To this is added fifty grams ammonium sulfate. Ammonium sulfate is available as common fertilizer. This is stirred until dissolved. This liquid should be heated in a water bath to 55 degrees C. (131 degrees F.). Immediately when the temperature reaches this temperature add 5.3 grams of 37% formaldehyde solution. Stir this solution well and take off water bath. Let this liquid cool to room temperature and set for 24 hours. A white product will be seen in the liquid at this time.



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CAUTION: This white product is dangerous and sensitive to FRICTION, SHOCK, HEAT OR FLAME. Handle with great care! Even wet H.M.T.D. is dangerous and will detonate with ease. This is filtered out and washed with one washing of 50 ml distilled water and then with 75 ml of 100% methanol. The methanol will speed the drying process. This white fluffy powder will be H.M.T.D. This powder will be sensitive to friction and small quantities should be handled.

## Lead Azide

### Preparation of Hydrazinium sulfate.

One-hundred-forty-one ml of Chlorox bleach (5.25 percent NaOCl) was added to 200 ml of 20 percent ammonium hydroxide and 5 ml of 1 percent limewater  $\text{Ca}(\text{OH})_2$  in one liter Erlenmeyer flask. The mixture was rapidly heated to boiling and maintained until the volume was reduced to about half, which required about one-half hour. The solution was rapidly cooled and dilute sulfuric acid was added until a pH of 7-8 has attained and the precipitate that formed was separated by filtration. The cold filtrate was strongly acidified with 40 percent sulfuric acid. The white precipitate was filtered, washed with methanol and air dried. Melting point 254 degrees C (lit. 254 degrees C).

### Preparation of Isopropyl Nitrite

A mixture of 45 ml concentrated sulfuric acid, 30 ml water and 110 ml isopropyl alcohol, previously cooled to 0 centigrade, was added to an ice cold solution of 114 grams of sodium nitrite in 450 ml of  $\text{H}_2\text{O}$ . Slow addition required about two hours in order to maintain a temperature around 0 centigrade. The upper oily layer was separated and washed three times with 30 ml portions of 5 gram 100 ml sodium bicarbonate solution and 22 grams NaCl 100 ml solution respectively.

### Preparation of Sodium Azide

Five grams of caustic soda (NaOH) was dissolved in 50 ml of ethyl alcohol (3A), and the clear portion was decanted in a 100 ml distilling flask containing 6 ml of hydrazine hydrate. After adding one ml of butyl nitrite (or isopropyl nitrite) the mixture was heated on a steam bath to initiate the reaction. Twelve ml more of the nitrite was slowly added in such a manner that the mixture refluxed slowly. Addition required about one hour and the mixture was heated an additional fifteen minutes. The reaction flask was cooled and the solid product collected on a filter. The product was washed with alcohol and air dried. Recrystallization from water yielded white crystalline material.

### Preparation of Lead Azide

The following solutions were prepared:

- Solution A: 0.20 g of sodium azide 0.006 g of sodium hydroxide 7 ml water

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- Solution B: 0.96 g  $\text{Pb}(\text{NO}_3)_2$  0.04 g Dextrin 9 ml water
- Solution B was brought to a pH of 5 by adding dilute NaOH.
- Solution B was brought to 60 centigrade and solution A was slowly added with stirring. The mixture was allowed to stir till ambient temperature was attained and the solid azide collected on a filter. After washing with water and air drying the product weighed 0.4 grams. This product was found capable of initiating RDX when incorporated in a No. 6 blasting cap.

## DDNP (Diazodinitrophenol)

DETONATION VELOCITY 4400 M/sec. @ 0.9 G/cc

6600 M/sec. @ 1.5 G/cc

6900 M/sec. @ 1.6 G/cc

FRICTION SENSITIVITY - Less sensitive than mercury fulminate and the same as lead azide.

BEHAVIOR TO FLAME - Small quantities flash like guncotton. Large 6 grams and larger would likely detonate.

DDNP is one of the highest in performance of nearly all the homemade primary explosive. It is stable and compatible with other explosives, but, lead azide. This is a good choice for manufacture as the precursor to this DDNP primary explosive is picric acid. Picric acid is more powerful than T.N.T. with a detonation rate of 7200 M/sec. it becomes the base charge for your homemade caps. It is prepared by a diazotization reaction on picramic acid. This is produced from picric acid, sodium hydroxide (lye) and sulfur. See picric acid for it's manufacture instructions.

## DDNP Production

In a pint glass jar place 90 ml warm water and 1.5 grams of lye (sodium hydroxide). Mix these with a "teflon" stirrer until all the lye had dissolved. Dissolve 9 grams of picric acid crystals in the lye water solution by stirring. Label this jar solution #1. In a 500 ml beaker 3 ml of water is placed. Dissolve 7.5 grams of sulfur and 7.5 grams of lye (sodium hydroxide) by stirring the solution. Boil this solution over a heat source. When the solution turns dark red remove and allow the liquid to cool. Label this solution #2. Add this cooled solution #2 in three portions, to solution #1. Stir with a teflon rod while the liquid is being added. Again allow the solution mixture cool. Filter this mixture through filter papers (coffee filter, paper towels). Small red particles will gather on the paper. Discard the liquid. Dissolve these red particle in 180 ml of boiling water. Remove and filter this hot liquid through a filter paper (coffee filter, paper towels). Discard the particles left on the paper and label the liquid left #3. To Solution #3 with an eyedropper slowly add sulfuric acid (Janitor supply, boiled battery acid) to the filtered solution until it turns orange brown. Add an additional 7.5 grams of acid to the liquid. In a separate pint jar, dissolve 5.4 grams of potassium or sodium nitrite in 240 ml of water. Label this solution #4. In one portion solution #4 is added with stirring to solution #3. Allow the solution to stand for 10 minutes. The mixture will turn light brown.

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CAUTION: At this point the brown color is the DDNP that has formed. Keep away from flame, avoid friction and keep from shock. Filter the light brown solution through a filter paper (paper towel, coffee filter). Wash the particles left on the paper with 60 ml of water. Allow to completely dry for 24 hours. Drying time can be reduced to 2 hours if crystals are placed in a shallow pyrex dish and this placed in a hot (not boiling) water bath. CAUTION: DDNP is sensitive to shock, friction and flame. Expose to any of these will very likely detonate the compound prematurely. This powder should be stored in small quantities in stoppered glass containers. More safety in storage leave 25% water in the powder and dry immediately prior to use.

## Acetone Peroxide (Acetonetriperoxide)

DETONATION VELOCITY 3750 M/sec @ 0.92 G/cc

5300 M/sec @ 1.18 G/cc

FRICTION SENSITIVITY - Very sensitive. One of the more sensitive in this book.

BEHAVIOR TO FLAME - Burns violently and sometimes detonates even in small quantities.

Acetone peroxide is a powerful primary explosive. It, as with other explosive peroxides, seems to be very volatile. In standing 10 days at room temperature, 50% of the sample will completely volatilize. It is a powerful, brilliant explosive. It's vaporizable nature makes it a explosive that would have to be used immediately after manufacture. However, this explosive is compatible with metals and will not cause their corrosion and the subsequent dangers involved. It is also compatible with picric acid, R.D.X., T.N.T., P.E.T.N., Tetryl, potassium chlorate and antimony sulfide. It is highly friction sensitive and extreme care should be taken to avoid this. Acetone peroxide is one of the most sensitive explosive known to man. Great care would be needed to handle this explosive carefully. It is a powerful primary base charge in the cap. Also mixtures of R.D.X. and Picric acid with acetone peroxide are reported to be used between primary explosive and the base charge.

CAUTION: Acetone peroxide one of the most sensitive explosive known to man. This composition is dangerous and would need to be handled by someone with a lot of common sense. Mixtures such as picric acid/acetone peroxide (40/60) or similar mixtures with R.D.X. and P.E.T.N. will give explosives greatly increased resistance to impact without losing much initiation performance. Great care would be needed to ensure the safety of the manufacturer due to the high sensitivity of the acetone peroxide. These dried crystals would be ready to load into detonators for immediate use as the storage stability is not very good.

## Acetone Peroxide Production

Acetone peroxide is formed when hydrogen peroxide 30% acts on acetone. The introduction of dilute sulfuric acid causes the reaction to go into completion. Procedure is as follows. 50 ml acetone is placed in a one pint jar or 500 ml beaker. To this is added 30 ml hydrogen peroxide (30%). This liquid is placed in an ice water bath and cooled to 5 degrees centigrade. To this cooled mixture is added 3 ml of sulfuric acid (20%). This addition is done at 5 degrees

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centigrade and done in a drop wise fashion. When the temperature begins to rise (10 degrees C.), slow the addition until the temperature falls again. With the completion of the addition stir the mixture. A flocculent precipitate will form. This is filtered out after the mixture stands for one hour. Wash the white product three times with water (distilled preferably). Let the material filtered out of the reaction liquids and washed and dry this solid. By spreading out the acetone peroxide this drying process can be speeded up. These dry crystals are now ready for loading into the caps as a primary explosive.

## Double Salts

DETONATION VELOCITY 3600 M/sec. @ 3.96 G/cc

FRICTION SENSITIVITY - This primary explosive is on the same order of sensitivity as is lead azide.

BEHAVIOR TO FLAME - Burns violently and sometimes detonates even in small quantities.

These double salts are a basic acetylide group primary explosive. This explosive has good sensitivity, powder and performance. It is readily made from silver (coin), nitric acid and calcium carbide/ water or acetylene. This is an easy compound to make. This primary is not photo active. Most silver salts are light sensitive. This would be a good choice due to the wide availability to the main ingredients. DDNP, HMTD and mercury fulminate, are better primary explosives but this one has many possibilities. With this primary explosive suitable caps could be made and would be very usable and storage stable as some others in this publication could not.

## Double Salts Production

Dilute 10.1 ml of nitric acid (red fuming) with 6.75 ml of water. If reagent or technical grade acid is available (70% strength) this will not need any water mixed with it to reduce the strength. Simply use 17.5 ml of this 70% nitric acid. Place a silver dime or equivalent amount of silver metal in the acid. It will dissolve leaving a green solution. CAUTION: Avoid the brown gas (nitrogen dioxide) produced when dissolving the silver metal in the acid. This gas is a deadly poison and the immediate exposure to the gas and its subsequent damage will not show up for hours or even days! This should be done with good ventilation! It may be necessary to heat the liquid to get the coin or metal to completely dissolve. Pour this green solution into a tall slender glass jar such as an olive jar. Place this jar with the green solution in it in a hot water bath and heat. Crystals will form. The heating is continued until these crystals dissolve again. In another flask or even a "Coke" bottle, place ten teaspoons of calcium carbide into this flask with a cork with a hose passing through a hole in the cork. Place the other end of the hose in the tall jar with the solution in it. Remove the stopper from the flask or bottle and add one teaspoon of water. CAUTION: Acetylene gas is highly flammable and an explosion hazard. Keep away from heat and flame as much as possible. The gas should begin generating. Add one more teaspoon and place the stopper back into the container. The acetylene gas generated by the calcium carbide and water should be going through the hose and bubbling through the solution in the tall glass. Bubble this gas through

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the solution for 5-8 minutes. Brown vapor will be given off by the liquid as it absorbs acetylene and white flakes will begin to be formed in the silver solution. Remove the solution from the heat source and allow it to cool. Filter the liquid through a filter paper (paper towel, coffee filter) into a glass container. Green crystals will be caught on the filter paper. These green crystals would then be washed with 45 ml alcohol. The crystals will change from green to white in color and the methanol wash will turn green. Place these white crystals on a paper towel and allow to air dry.

CAUTION: Handle this dry explosive with great care. Do not scrape or handle roughly. Keep away from flame or spark source or heat and store in a cool dry place. These salts will perform well and are easy to make. Their stability is good, which is very important. A good choice of primary explosives.

## TACC (Tetraminecopper (II) Chlorate)

DETONATION VELOCITY - Not given

FRICTION SENSITIVITY - This primary explosive is as sensitive as is lead azide

BEHAVIOR TO FLAME - Deflagrates with a green flame. Requires confinement to detonate.

Tetramine copper chlorate is a very interesting primary explosive. While it has these good properties it is also easily made. Its drawbacks are the tendency to "dead press" or become so packed that it will not detonate the base charge in the cap and water contamination problems. For this primary explosive to detonate it must be loose in the detonator shell. It would be best used in caps where the base charge is pressed in first. Rifle shell improvised blasting caps would not work well with this explosive due to this property. In this reaction the sodium chlorate and the copper sulfate are heated together with methanol. This reaction produced copper chlorate. This copper chlorate dissolved in methanol. It then has ammonia gas bubbled through the solution. The tetramine group is added in this step. So the main actors in this chemical play are copper sulfate other wise known as "blue vitriol". Copper sulfate is available from feed stores or electroplating chemical supplier. Sodium chlorate is also a chemical required and would be available from matches, dyes, textiles manufacture and as a weed killer. Ammonia is the last building block. This can be generated in one of two ways which will be explained in the production section. The methanol used is just a reaction liquid and a carrier, as it does not actually enter into the reaction. One problem with this process is the contamination of the methanol with water. This allows the sodium sulfate to become soluble in the first reaction and will remove the ability to separate the products of the reaction. The process is longer than others but is simple and produced a good purity, stable product. This primary explosive should be kept dry, as it could begin to decompose in the presence of moisture.

## TACC Production

Measure 15 grams of sodium chlorate into a large mouth pint bottle. Sodium chlorate is the oxidizer in matches. It is also available as a weed killer. Add 360 ml of methanol or ethanol to

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the sodium chlorate in the pint jar. To this add 24 grams of copper sulfate. Place this liquid in a hot water bath. Heat at the boiling point for 30 minutes with occasionally stirring the liquid during the reaction. CAUTION: Remember methanol is very flammable and great care should be taken to ensure the lack of open flame in its proximity. Avoid breathing the vapors of methanol. Keep the volume constant by continually adding alcohol to replace what is being boiled away. After 30 minutes remove the jar from the water bath. The color of the solution should change from blue to light green. Filter the solution into a jar through a paper towel or drip coffee filter. The filtrate (liquid) should be caught in a jar similar to the one used in the first step. Label this liquid #1. In a narrow necked gallon jar or flask and a stopper (one hole) place 1500 ml clear ammonia water in the solution. This is available from the grocery store in a clear non soapy form. In the mouth of this is placed a stopper with one hole and a plastic or rubber hose. This is placed into a hot water bath. Ammonia will begin to generate out of the gallon jug. A better ammonia generator could be made by filling a long necked bottle or flask with 250 grams lye (sodium hydroxide). 500 grams of dry ammonium nitrate fertilizer or ammonium sulfate fertilizer is added. Addition of small quantities of water and closing with a stopper hose set up could generate greater quantities of ammonia and it would be drier ammonia due to the nature of its generation. Generation would be maintained by the addition of more water. But with either method the hose should be placed in the liquid in the liquid #1. The ammonia gas should be bubbled through the liquid. It will begin to absorb ammonia turn light blue. Continue bubbling for 10 minutes.

CAUTION: The ammonia gas generated will kill or cause grave damage if exposure is severe. Use with good ventilation. The solution will turn dark blue. Bubble the ammonia gas through solution #1 for ten more minutes and remove the hose from the solution. Reduce the volume of the liquid by pouring into a shallow pyrex dish. Set this dish under a fan and allow 1/2 the alcohol to evaporate. Filter (paper towel or drip coffee filters) the crystals that remain in the liquid and wash them with 50 ml very cold methanol. Set these aside to dry for 16-24 hours. CAUTION: Explosive is shock and flame sensitive and great care should be exercised during handling.

## Mercury Fulminate

DETONATION VELOCITY - 3500 M/sec. @2.0 G/cc.

4250 M/sec. @3.0 G/cc.

5000 M/sec. @4.0 G/cc.

FRICTION SENSITIVITY - Sensitive to friction and shocks

BEHAVIOR TO FLAME - Deflagrates when one crystal is ignited. Layers several crystals deep detonate violently.

Mercury fulminate had its industrial beginnings in 1867. Alfred Nobel took out a British patent on the blasting cap, its use and makeup. His first blasting caps were simple ones very similar in many ways to the one in this book. Mercury fulminate was chosen out of a field of explosive fulminating compositions. This was mainly due to the stability that could be obtained and the ability to lend itself to commercial manufacture at that time. Of course, the primary

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explosives used today are much superior to mercury fulminate. Mercury fulminate is not good for storage at elevated temperatures over 6-12 months. Five years in the magazine could disable caps. It is a good choice for clandestine manufacture. It would also be a very good choice for electric cap manufacture. The drawbacks would be the poor elevated temperature storage and the toxic nature of mercury and subsequent problems in loading.\

### Mercury Fulminate Production

In a pint large mouth fruit jar or 500 ml beaker place either 2 ml water and 10 ml 90%+ nitric acid. Water first of course. If 70% nitric acid is available then place 11.5 ml of it instead of the 90% in the pint jar. Add 1 1/4 gram of mercury. Mercury should be available in thermometers, mercury switches and in old radio tubes.

CAUTION: Mercury fulminate manufacture generates fumes that are poisonous and this whole procedure should be done with very good ventilation. The metal in the bottom of the jar should begin to bubble. If not add water drop wise to the solution until it does. A vigorous effervescent reaction takes place and red fumes are produced. They should be avoided as they are very poisonous. The mercury will all dissolve in the solution. If not heat gently but from a remote position until it does. After it is dissolved let it cool somewhat. Warm 90 cc of ethanol (90%+, "Everclear") in a quart jar. Add the metal/acid to this ethyl alcohol. The reaction should start within 5 minutes. The fumes put off by this mixture should be avoided. When the reaction is complete the fumes will have subsided and a grey powder will have settled to the bottom.

CAUTION: The fumes produced are poisonous and flammable and they should be avoided as well as flame should be kept away as fumes are highly flammable too! Filter the grey powder out of the liquid. CAUTION: The grey powder is the explosive and shock, friction and flame or heat should be avoided! Contact with the crystals should be avoided as the free mercury still poses a health problem! These grey mercury fulminate crystals should be washed with 60 ml ethyl alcohol. Allow the crystals to dry by spreading them out gently. These dry mercury fulminate crystals are then ready to use. This explosive can safely be stored under water and these crystals could be mixed with 200 ml distilled water and stored until needed.

### Lead Picrate

DETONATION VELOCITY - 4400 M/sec.

SENSITIVITY - This primary is very sensitive to shock friction and heat or flame. This sensitivity is high and care should be used in handling.

BEHAVIOR TO FLAME - Burns violently and sometimes detonates even in small quantities.

This is a good choice. The precursors to lead picrate and picric acid, lead monoxide and methanol. Picric acid can be used as the base charge in the caps therefore reducing problems and simplification of production. It is not nearly as good a primary explosive as H.M.T.D. or



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D.D.N.P. but will work and is simple to make. Litharge, picric acid and methanol is all that is needed to make this one. This is a very dense heavy primary due to the lead in it's makeup.

### Lead Picrate Production

In a shallow glass dish, dissolve two grams of picric acid in ten ml of methanol. All stirring should be done with a teflon or wooden stirrer. Slowly while stirring add two grams of litharge (lead monoxide, white lead litharge-plumbing supply stores) to the methanol/PA solution. CAUTION: At this point this is a primary explosive. Keep away from flame. Continue stirring mixture until all the alcohol has evaporated. When this happens the mixture will suddenly thicken. Stir the mixture occasionally to stop any lumps from forming.

CAUTION: Beware of drying material forming on the inside of the container. This material will be shock, flame and friction sensitive. Spread this lead picrate in a flat shallow pan to dry. If possible dry the mixture on a hot water bath for two hours. This will ultimately give a better product with more stability.

### Nitrogen Sulfide

FRICITION SENSITIVITY - Very sensitive to friction great care would be needed to produce this compound.

BEHAVIOR TO FLAME - Small quantities (less than one gram) deflagrate with a puff and larger sizes will detonate.

CHARGE WEIGHT - 2.0 Grams in 3/8 copper tubing only.

Nitrogen sulfide is a dangerous compound to make. It is sensitive to friction and heat. Mercury fulminate is much safer to use from the friction aspect. This compound is more powerful than mercury fulminate but with slightly less brisance. Storage stability is good for "straight" nitrogen sulfide. In the proper mixture with potassium chlorate the primary explosive is not stable at 50 degrees C for long periods of time. Heat can and will cause detonations. It is however despite these problems, easily prepared from common ingredients. This preparation is a simple one, with a variety of raw materials. As good a primary explosive as lead picrate. The recommended filler with this primary explosive is nitrogen sulfide 80% and completely dry potassium chlorate 20%. This is mixed and 2 grams are loaded over the charge and pressed on top the base charge. Better primary explosives can be had but this one is easy and expedient.

### Nitrogen Sulfide Production

Place 100 grams of finely powdered sulfur (brimstone: garden supply store, pharmacy, industrial chemical supply) is placed in a tall narrow flask or narrow necked bottle equipped with a two hole stopper and placed in a frying pan filled with oil and heated until the sulfur melts (215 degrees C., 420 degrees F.). In this place a hose from the chlorine gas generator. This generator is a gallon jar with either liquid laundry bleach (5.25% Sodium hypochlorite

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aqueous solution) or 31% hydrochloric (Muriatic acid, swimming pool supply). To the bleach (total 1.2gallons) is added in small portions sodium bisulfite ("Saniflush": bathroom cleaners, sodium acid sulfite, swimming pool additive). This generation with the bleach/ bisulfite generator should have the bleach split into three equal amounts and reacted with the bisulfite one at a time. The second and third. 4 gallon refill should be done only after the green gas is no longer generated by new sodium bisulfite additions. The spent bleach is poured out of the gallonjug. The second or third fill are poured into the jug the process repeated until all three 2/5 gallon bleach solutions are reacted and the chlorine bubbled through the molten sulfur. To 255 grams hydrochloric acid is added 53 grams manganese dioxide (black manganese oxide: dry cell battery mfg., phosphating solutions, steel mfg.) in small portions. This is done in small additions until all the manganese dioxide is dissolved and the chlorine has stopped it's bubbling.

CAUTION: Chlorine gas is toxic and was as a poison gas in WWI. Avoid contact, do not inhale and use very good ventilation.

Immediately after the addition and beginning chlorine generation place a one hole stopper to which some stainless steel or plastic (heat resistant) tubing has been inserted in the hole. The other end of this hose directs the chlorine gas generated through the two hole stopper into the bottom of the now molten sulfur. The other hole of the two hole stopper has a hose inserted just through the stopper. The end of this hose is placed into a flask or narrow necked bottle cooled by a salted ice bath. This sulfur will begin to absorb the chlorine generated. This reaction forming sulfur dichloride. A total of 42 grams of chlorine need to be absorbed by the sulfur. As this chlorine is dissolved sulfur dichloride will begin to form. Sulfur is very soluble in sulfur chlorides and will begin to be dissolved in the chloride already formed. This sulfur chloride will vaporize and collect in the bottle chilled by the salted ice bath. This is done until the temperature drops and begins to boil. Continue to pass the chlorine gas through the liquid. After all the chlorine has gone through the sulfur heat until the sulfur liquid no longer boils. Heat for another ten minutes and allow to cool. The last flask should have caught most of the sulfur dichloride liquid. Take the mixture off the heat and allow to cool. Dissolve 212 gram of this liquid in 1700 grams benzene (common industrial solvent).

CAUTION: Sulfur dichloride (Sulfur chloride) is a pungent oily liquid. All contact should be avoided! All steps of this process should be carried out with very good ventilation. Benzene is a very dangerous liquid. Contact with the skin, breathing of the vapors are dangerous and should be avoided. Great care should be used when handling this known carcinogen. It is also highly flammable. Filter this solution through a paper coffee filter. This filtering should remove nearly all the sulfur. The remaining liquid should have no solids in it. Then ammonia gas generator is set up and ammonia gas is bubbled through the solution. The ammonia generator (ammonium nitrate/lye) is described in TACC section. A dark brown powdery powder will collect in the bottom as the ammonia bubbles through the liquid. Keep bubbling the ammonia gas through the solution. Until this brown powder dissolves in the solution and a orangeyellow color is observed. Flocculent ammonia chloride crystals are seen in the liquid. Warm the benzene until it boils. Filter immediately through a filter with 200 grams fresh benzene. Add this benzene wash to the liquid just filtered (filtrate). Let this liquid evaporate

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until a mushy crystalline mass remains and filter. Let these crystals dry. These golden yellow to orange red are nitrogen sulfide. CAUTION: This explosive is friction, flame and shock sensitive. Handle with the greatest care. This powder must be pressed into the cap using the apparatus shown in the cap manufacture section for proper performance and moisture should be avoided. Contamination with sulfur in mixtures with potassium chlorate could very well cause an explosion!

### Nitromannite (Mannite hexanitrate)

DETONATION VELOCITY - 7000m/sec. @1.50 G/cc

FRICTION SENSITIVITY - As sensitive as nitroglycerin. The sensitivity is greater when between two hard surfaces. BEHAVIOR TO FLAME - Will deflagrate under some conditions but local overheating from a match will cause detonation.

Mannite is a simple sugar. It finds wide use as a baby laxative, in artificial resins and as a pharmaceutical dilutant. It can, through nitration, become a superb base charge for blasting caps. This explosive is attractive because of its power and performance characteristics. It has a high detonation rate, good brisance and initiation properties. It has several bad points. It requires concentrated acid (90%+) which is harder to prepare. It has elevated temperature storage problems with greatly increased sensitivity. This instability is brought on by storage at 75 degrees C for two days. The mixture of tetracene and nitromannite (40/60) will give a powerful brisant primary explosive that detonates from moderate heat. Nitromannite is usually used straight as a base charge for blasting caps with 0.75 gram charge weights giving 100% reliability.

### Nitromannite Production

One hundred grams of nitric acid (Specific Gravity 1.51 G/cc) is placed in a quart jar or 800-1000 ml beaker. This is cooled by surrounding with a salted ice bath. 20.2 G. mannite is added in very small portions with gentle stirring. The temperature should be kept below 0 degrees C. This is done by controlling the amount of time between the additions of the mannite. When the temperature approaches 0 degrees C stop additions until the temperature has fallen some. After all the mannite has been added 200 G. 98% sulfuric acid is added dropwise to the solution. This is done while the mixture is stirred and with the temperature below 0 degrees C, temperature is again maintained by the speed of the addition. When the temperature rises close to 0 degrees stop the addition and allow the liquid reaction mass to cool before addition is resumed. Completing the addition of sulfuric acid the porridge-like mixture is stirred for 5 minutes and then filtered. This filtering can be done through hardened filter paper or 10 drip coffee filters (simultaneously). This product is washed with water and then washed with 5% sodium bicarbonate/water solution. Then the crystals are washed again with water. This crude product is then dissolved in boiling alcohol with as much dissolved as possible. Place this container in a refrigerator and when chilled filter through one drip coffee filter. The liquid remaining is reheated and water is added until a turbidity is seen (churning of

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the solution). Allow to cool and filter the crystals out of this solution. Completely dry the material and it is ready to use. Could be kept under water for safety until ready to use.

### **RDX (Cyclotrimethylenetrinitramine)**

DETONATION VELOCITY - 5830 M/sec. @1.00 G/cc

8360 M/sec. @1.67 G/cc

FRICTION SENSITIVITY - Slightly less sensitive than T.N.T. but with 180% the actual power. Particle size reduction should be done while wet.

BEHAVIOR TO FLAME - Burns with a yellow flame. Very seldom if ever transforms into detonation.

R.D.X. is a powerful explosive. It is very stable and has good storage properties. It is widely used commercially as a base explosive charge in detonators and blasting caps. One gram of R.D.X. in a cap with a primary charge will detonate anything a #8 cap will detonate. This is a superb explosive and can find many uses. P.E.T.N. is the only explosive that really is close to being as good a base charge explosive as R.D.X. Below is a process for extracting this explosive powder from "C-4" plastique explosive. The product will be as good as any for base charge use. C-4 could also be used as a base charge as is.

### **RDX Extraction**

Take a 1/2 pound block of C-4 and place in a container impervious to gasoline. Add one liter of gasoline. Let this gasoline soak the block until the plasticizers are dissolved (just a powder is settled on the bottom of container) and filter the gasoline. Save the powder and discard the gasoline filtrate. Let this powder dry until it is free of gasoline. This should yield 206 grams of R.D.X.. This powder is ready to use as a base charge in a improvised blasting cap.

### **RDX Production**

Cyclotrimethylenetrinitramine or cyclonite is manufactured in bulk by nitration of hexamethylenetetramine (methenamine, hexamine, etc.) with strong red 100% nitric acid. The hardest part of this reaction is obtaining this red nitric acid. It will most likely have to be made.

Hexamine Manufacture:

The hexamine or methenamine can usually be bought in bulk quantities or hexamine fuel bars for camp stoves can be used, but they end up being very expensive. To use the fuel bars they need to be powdered before hand. The hexamine can also be made with common ammonia water (5%) and the commonly available 37% formaldehyde solution. To make this component, place 400g of clear ammonia water in a shallow pyrex dish. To this add 54g of the formaldehyde solution to the ammonia water. Allow this to evaporate and when the crystals are all that remains in the pan, place the pan in the oven on the lowest heat that the oven has. This should be done only for a moment or so to drive off any remaining water. These crystals are scraped up and placed in an airtight jar to store them until they are to be used.

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### Red Nitric Acid Manufacture:

To make the red nitric acid, you will need to buy a retort with a ground glass stopper. In the retort, place 32 grams of sulfuric acid (98-100%) and to this add 68g. of potassium nitrate or 58g. of sodium nitrate. Gently heating this retort will generate a red gas called nitrogen trioxide. This gas is highly poisonous and this step as with all other steps should be done with good ventilation. This nitric acid that is formed will collect in the neck of the retort and form droplets that will run down the inside of the neck of the retort and should be caught in a beaker cooled by being surrounded by ice water. This should be heated until no more collects in the neck of the retort and the nitric acid quits dripping out of the neck into the beaker. This acid should be stored until enough acid is generated to produce the required size batch which is determined by the person producing the explosive.

### RDX Nitration Reaction

Of course the batch can be bigger or smaller but the same ratios should be maintained. To make the RDX, place 550g of the nitric acid produced by the above procedure in a 1000 ml. beaker in a salted ice bath. 50g. of hexamine (methamine) is added in small portions making sure that the temperature of the acid does not go above 30 degrees C. This temperature can be monitored by placing a thermometer directly in the acid mixture. During this procedure, a vigorous stirring should be maintained. If the temperature approaches 30 degrees C, immediately stop the addition of the hexamine until the temperature drops to an acceptable level. After the addition is complete, continue the stirring and allow the temperature to drop to 0 degrees C. and allow it to stay there for 20 minutes continuing the vigorous stirring. After the 20 minutes are up, pour this acid-hexamine mixture into 1000 ml of finely crushed ice and water. Crystals should form and are filtered out of the liquid. The crystals that are filtered out are RDX and will need to have all traces of the acid removed. To remove the traces of acid, first wash these crystals by putting them in ice water and shaking and refiltering. These crystals are then placed in a little boiling water and filtered. Place them in some warm water and check the acidity for the resultant suspension with pH paper. You want them to read between 6 and 7 on the pH scale. If there is still acid in these crystals, reboil them in fresh water until the acid is removed, checking to see if the paper reads between 6 and 7. Actually the closer to 7 the better. To be safe, these crystals should be stored water wet until ready for use. This explosive is much more powerful than TNT. To use, these will need to be dried for some manufacture processes in this book. To dry these crystals, place them in a pan and spread them out and allow the water to evaporate off them until they are completely dry. This explosive will detonate in this dry form when pressed into a mold to a density of 1.55 g./cc at a velocity of 8550 M./sec.

## PETN (Pentaerythrite Tetranitrate)

DETONATION VELOCITY - 5830 M/sec. @ 1.09 G/cc.

7490 M/sec. @ 1.51 G/cc.

8300 M/sec. @ 1.77 G/cc.

FRICTION SENSITIVITY - Sensitive to friction between two hard surfaces

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BEHAVIOR TO FLAME - Burns quietly after melting with a slightly luminous flame.

PETN is a powerful explosive. It's power is slightly greater than R.D.X. and it is slightly more sensitive to initiation. It is powerful, stable, safe and efficient for the manufacture of improvised blasting caps. PETN is found, in it's common form, as the filler in detonating cord (E-cord etc.). If a person had access to this detonating cord he could salvage the PETN out of the cord by splitting it and simply scraping out the filler with a pocket knife or similar tool. The larger primer cord could yield as much as 1.7 lb. (771 grams) of the powder per hundred feet of cord. If access was available this method would be much better and easier than actual manufacture. This manufacture requires the acquisition of fuming nitric acid. This can be bought or made. Then the pentaerythrite must be obtained. It is available and is used in the paint and varnish industries as well as in the manufacture of synthetic resins. It is cheap, but could raise a few questions in it's acquisition. Sulfuric acid is available from cleaning supply houses and as some generic drain openers. This is one of the best choices for cap base charge explosives. It has great power and will, in a properly constructed cap, give super reliable detonation initiation.

### PETN Production

In a quart jar or a 1000 ml beaker place 400 ml 99% strong white nitric acid. This acid can be bought from a laboratory supply or homemade. This fuming red acid will need to have the excess nitrogen dioxide purged until it is clear. This is done by adding 2-3 grams urea (45-0-0 fertilizer will work) to the acid. The mixture should clear up and loose the red tint. If not, warm the acid in the beaker and bubble dry air through the mixture. With the clear, white acid in the beaker place this beaker in a salted ice bath. Let it cool to below 0 degrees C. Add with stirring 100 grams of pentaerythrite in small portions to the acid. The addition is done as such a speed that the temperature of the solution does not rise to more than 5 degrees C. When the addition is complete stir the acid/pentaerythrite solution for 15 more minutes. The crystals of the product will probably already have formed somewhat in the liquid.

CAUTION: At this point the crystals are a high explosive and should be treated with respect. This solution is then poured into a previously prepared gallon jar with 2 ½ quarts of cracked ice and water. PETN will immediately form and should be filtered out of the solution through a paper towel or drip coffee filters. This should yield 220 grams. This product needs purification. Wash these crystals 3 times with water and then wash 1 time with a 5% sodium bicarbonate solution. Wash once more with water and then dissolve the crystals in hot acetone. Let this cool and the crystals will begin to fall out of solution. Add an equal volume of water to the acetone and the crystals will fall out of solution. Filter these crystals out and wash with methanol and let them dry. This PETN can be dried by either simply air drying for 24 hours or by drying in a hot water bath. These dried crystals are ready to use.

### Picric Acid (trinitrophenol)

DETONATION VELOCITY - 4965 M/sec. @0.97 G/cc

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6510 M/sec. @1.4 G/cc

7480 M/sec. @1.7 G/cc

FRICTION SENSITIVITY - More sensitive than T.N.T. but not substantially. Metals should be coated to ensure the formation of picrate salts. Coating copper tubing or rifle cases with urethane plastic spray could prevent this from happening.

BEHAVIOR TO FLAME - Small quantities burn with a sooty flame after melting. Large quantities can transform the deflagration into detonation in some rare instances.

Picric acid is a good choice of explosive base charges in caps. Relative performance would be 120% (T.N.T.=100%). Nitrophenols have been with us for a while. Their creation from nitric acid and animal horn was the first of these discoveries. Nearly 100 years passed before researchers found out it could be made to explode. It is this relative insensitivity of the material and its good primary sensitivity yield many used for this explosive. It is very stable in storage with samples from late 1800's showing little signs of deterioration. The only reason that we do not use PA as an explosive in modern ordinance is mostly from a cost standpoint. PA can be reacted with ammonium hydroxide to form "Explosive D". This is a superb shaped charge explosive and does find some demolition and specialized munition loading. Brisance is very high for picric acid and it will detonate easily from primary explosives. Picric acid is poisonous and all contact should be avoided. This process uses the phenol byproduct used everyday as an analgesic. Aspirin (acetylsalicylic acid) in its purified form, sulfuric acid (98%) and sodium or potassium nitrate are the ingredients. Aspirin is available in any drug store or supermarket. Sulfuric acid is available at janitorial supply houses and plumbing suppliers. Battery acid that has been boiled until white fumes appear will also work. Sodium or potassium nitrate should be available from hobby stores and as stump remover in garden stores. The methanol carrier can be found at hardware stores and from janitorial supplies.

Caution should be used in handling the product of the process below. Contact should be avoided. Contact includes breathing dust and exposure of the skin or any other part of the body. Liver and kidney failure could result. Use gloves and retire any utensil that will be used in the process.

### Picric Acid Production

Crush 100 aspirin tablets. Powder these crushed aspirin tablets. To them add 500ml alcohol (95%) This alcohol will dissolve the acetylsalicylic acid in the aspirin and leave all the pill fillers in solid form in the bottom. Stir this aspirin/alcohol liquid for five minutes while warming it gently. Filter the warm liquid and keep the filtrate (liquid) and discard the remainder. Evaporate this liquid in a shallow pan in a hot water or oil bath. Collect the dried acetylsalicylic acid crystals. Place 700 ml sulfuric acid in the bottom of a gallon jar. To this acid is added the acetylsalicylic acid crystals from above. This gallon jar is placed in an oil bath (electric frying pan would be easiest but flame heat will work). This is heated with stirring until all the crystals are dissolved in the hot acid. The crystals having dissolved will allow you to begin the addition of sodium or potassium nitrate. This addition is done in three portions, allowing the acid mixture to cool some between additions.



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CAUTION: The addition of the nitrate to the hot acid will generate nitrogen dioxide which is a deadly poison. This step should be carried out with excellent ventilation! This liquid will react vigorously, as the 75 grams of either of the nitrates are added to the solution in this three part addition. The solution should turn red and then back to the yellow orange color. After the additions let the solution cool to room temperature while stirring occasionally. Pour this room temperature solution into 1500 ml of cracked ice and water (1/4 ice). The product will precipitate out immediately as a brilliant yellow compound. Filter through a paper towel or 5 drip coffee filters in a funnel. Wash these crystals with 450 ml cold water. Discard the filtrate (liquid remaining after filtering). The yellow crystals are trinitrophenol. These crystals need to be dried for 3 hours on a boiling water bath or on a 105 degree C oil bath. They are then ready to load into a detonator as a base explosive. Avoid contact with the yellow composition as it is highly poisonous. Wear gloves (viton) when working with this explosive.

### MMAN (Monomethylamine nitrate)

DETONATION VELOCITY - 6100 M/sec. @ 1.2 G/cc

6600 M/sec. @ 1.4 G / cc

FRICTION SENSITIVITY - Very insensitive. Similar to T.N.T..

BEHAVIOR TO FLAME - Burns if heated to 370-390 degrees C. and will burn completely in 6-8 seconds.

M.M.A.N. is a powerful explosive with 112-120% the power of T.N.T. with a greater detonation rate. This explosive is not as sensitive as others in this publication to primary explosive requiring 2 G. mercury fulminate or 1.25 grams of H.M.T.D. Methylamine is a basic building block of modern chemistry. It is an intermediary for hundreds of more common chemicals. It is easily obtained or purchased cheaply. Nitric acid does not require highly concentrations with as low as 20% acid strength working perfectly. This is a good feature as requirements for explosives made with concentrated acids take time to produce and cannot be produced as fast or cheaply. This explosive is simple enough that it would require little experience and few setups in a lab. This explosive is very hygroscopic. It will absorb its weight in water at a relative humidity of 50% in 21 days. The other drawback of this explosive is the fact that it requires larger quantities of primary explosive as other base explosives. Both are acceptable and the hygroscopic nature of the salt can be controlled by loading caps on "dry days" of low humidity. These caps should also be dipped into molten wax to ensure their "waterproofness". This explosive is best used in a cap made with 3/8" tubing because 5 grams of this explosive are required. This will give a detonator 3/8" x 2-3/4". This cap should have the primary loaded first as the base explosive does not need the high density that the primary needs for maximum performance. Load this base charge explosive to a density of 1.2 G/cc. Higher densities will cause the explosive to become insensitive to the primary explosive. This cap should detonate most explosives and will be a great deal more powerful than a #10 blasting cap.

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### MMAN Production

Place 250 ml of 33% methylamine aqueous solution in a stainless bowl or beaker. Add in four portions either 832 G. 70% nitric acid, 971 G. 60% nitric acid or 583 G. 100% nitric acid + 250 ml water. A good deal of heat will be generated by this neutralization. The solution will boil due to the heat. Allow the heat from the previous additions to subside before the next addition is made. After the additions have been made check the solution with PH paper (e. mark brand) from your lab supply store. If the PH is above 7 add acid 1/4 teaspoon at a time until the PH is between 6 and 7. If when checked the PH is 6 or below then add methylamine solution until the PH rises to between 6 and 7. This liquid is then put in a vacuum flask with a stopper. This will be placed in a hot oil bath (frying pan filled with good cooking oil). The oil bath should be 75 degrees C. (167 degrees F.). The flask is hooked up to a vacuum source and the vacuum applied. The vacuum will allow the waters removal in a much quicker amount of time. The vacuum source can be an aspirator type (cost around \$5.00). This is the ideal source of vacuum. A gauge is placed in the line and the vacuum drawn at first recorded. This vacuum will remain the same until the water is all evaporated. At this point the vacuum suddenly will increase greatly. This signifies the end point. The crystals in the flask are scraped out in a dry (atmospheric humidity) room. This is placed in a sealed container to keep moisture out of the solutions. This is the explosive. It could be toxic if eaten in large quantities but at worst, prolonged handling of this explosive will give only a rash. The only thing to remember is to keep away from moisture and keep in a sealed container. Load large 3/8" diameter caps with 4-6 grams of MMAN as a base charge with large charges of primary explosives. Seal the caps immediately by dipping in hot molten wax. These caps are powerful and will take most of a forearm off a foolish person.

### Tetranitronaphthalene (TeNN)

DETONATION VELOCITY - 7000 M/sec. @ 1.6 G/cc (In 1/4" aluminum Tube)

FRICTION SENSITIVITY - Similar to T.N.T.

BEHAVIOR TO FLAME - Rapid heating can cause detonations!

These yellow crystals are prepared by the nitration of naphthalene flakes in a two stage nitration. The product of the first stage is the dinitronaphthalene. This "di" product is nitrated to the "tetra". This is done in two different nitration steps. This product can be considered the equivalent of T.N.T. in power with a slightly greater detonation rate. This tetra compound is stable even at elevated "magazine" temperatures and is an explosive of greater power and brisance than T.N.T. has been proposed an artillery shell filler. T.N.T. has been cheaper due to continuous manufacture processes. It is however a powerful explosive with detonator usage promise. It has the same impact properties as does Tetryl with the same potential. It is easily made from naphthalene, nitric acid and sulfuric acid. These compounds are easy to come by and thus would make this a easily manufactured product. Naphthalene flakes, balls or powder are used as insecticides and are familiarly known as "Moth balls". Sulfuric acid is easily obtained from plumbing and janitorial supplies. Nitric acid can be made see "Kitchen

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Improvised Plastic Explosives" Recovery of spent acids in both steps will reduce acid demand and can be done by heating the spent acid until white fumes are produced.

CAUTION: Care should be taken to avoid all fumes from heated acid mixtures and that this spent acid being recovered is free of nitronaphthalene products. Failure to do this could result in a very violent explosion! Great care should be used to ensure the lack of remaining nitro compounds in the spent acid solutions. Caps should have a 1.5 G.+ charge of TeNN for best performance. This explosive should be loaded to a density of 1.6 G/cc. This explosive will melt around 200-210 C. CAUTION: This meltable explosive should be used in its crystalline form. The melt loading should only be attempted by someone with chemistry lab experience. Rapid heating will most likely cause a high order detonation and fatalities! This heating would be done slowly as rapid heating could cause detonation. This melted compound could then be cast into the detonator case prior to loading the primary explosive. This could produce charges that required greater amounts of primary explosive to ensure detonation!

### Tetranitronaphthalene Production

Tetranitronaphthalene is produced by nitration of naphthalene. Naphthalene is a coal tar or synthetic petrochemical. It is readily available in the form of moth balls, moth flakes or moth crystals. Place 64 grams in a 2 liter beaker of "pyrex" container. To this add 105 cc distilled water. Slowly add 287 grams (160 cc) concentrated sulfuric acid of a concentration of greater than 90% strength (Specific gravity 1.8). CAUTION: Addition should always be acid to water and never water to acid. The acids used in this process are very dangerous and should be used with great care. Goggles and full protective gear should be worn. Fumes produced should be avoided at all costs. This whole process should be done under a vent hood or in a very well ventilated place! The temperature of this acid mixture will rise immediately. To this is added 115 grams (81 cc) of 70% nitric acid. This mixed acid is allowed to cook to room temperature. 150 grams of naphthalene is added slowly with stirring in small portions over a three hour period while the temperature is allowed to rise to 50 degrees C. When all the naphthalene is added, the beaker or "Pyrex" container is heated to 55 degrees in a oil bath, which melts the crude mononitronaphthalene. The stirring is then stopped and the MNN allowed to solidify. This solid MNN is broken up off the top and placed in a second acid mixture. This acid mixture is prepared by placing 130 cc water in a 1000 cc beaker or "Pyrex" container. To it is slowly, carefully added 293 G. sulfuric acid (162 ml) density 1.8 G/ cc. (95% +). This mixture will heat up when mixed and should be cooled to 25 degrees C. by placing in an ice bath. When the acid mixture is at 25 degrees 152 grams of potassium nitrate is added. The mixture is stirred vigorously and the addition of the MNN from above is begun.

It is added in small quantities keeping the temperature between 38-45 degrees C. by the speed of the addition. During this addition (1 hour +), the temperature is not allowed to rise to over 45 degrees C. After one hour, the temperature is allowed to rise to 55 degrees C. and the stirring is continued. This is continued until the emulsion is replaced by the formation of MNN crystals. These crystals are then filtered out by a glass fiber filter (fiberglass). These crystals are washed six times with cold water and allowed to dry. These are then dissolved in boiling acetone. Not all will dissolve. Filter this solution while hot and allow to cool. Chill this

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solution and crystals will form. Filter out the crystals that form. Reduce the volume of the acetone by 1/2 and chill again and filter. Add the crystals together from these acetone recrystallization steps and allow to dry.

These crystals will be a good grade of 1.8 Dinitrothalene. These crystals will be nitrated, in the process below, to the tetro form. Place 750 ml fuming nitric acid, of 90% or greater strength, in a two liter "pyrex" container or a 2000 ml beaker. Add to this very slowly and carefully 750 ml concentrated sulfuric acid. This acid mixture is stirred and cooled in a ice bath until the temperature drops below 20 degrees C. The 1.8, DNN from above is added in small quantities while the temperature is not allowed to rise above 20 degrees C. When all the DNN has been added, the temperature is allowed to rise slowly. Heat will need to be applied. This heating should be done such that the temperature rises from 20 to 80 degrees C for three hours and then allowed to cool. The solid formed is filtered out and the filtrate (liquid remaining after filtering) drowned in twice it's volume of ice water. This step will drop more crystals out of the filtrate. These are filtered out and added to the crystals filtered out of the reaction mixture. These are then washed three times with water and then dissolved in hot 95% ethanol. This alcohol is chilled and then the crystals formed are filtered out.

This last step is not necessary, but highly desirable to give a very storage stable product. These crystals are 1,3,6,8-tetranitronaphthalene. They should be dried by heating in a shallow pyrex dish by the way of a hot water bath.

## Nitroguanidine

DETONATION VELOCITY - 5630 M/sec. @ 1.0 G/cc.

7650 M/sec. @ 1.5 G/cc.

FRICTION SENSITIVITY - Very insensitive

BEHAVIOR TO FLAME - Melts with sublimation and decomposition.

Nitroguanidine is a powerful explosive. First made from bat guano, by extraction and formation of guanidine nitrate and subsequent treatment of this nitrate with sulfuric acid (95% +) and filtration of the product. This explosive is similar in performance to picric acid and T.N.T.. While not being quite as brisant as these two explosives the ease of manufacture and lack of friction sensitivity make nitroguanidine an attractive choice for a blasting cap base charge explosive. It is a cool explosive and does not give a high temperature of detonation but gives a larger volume of gases upon detonation. This base charge explosive, should be loaded in the caps with the density not exceeding 1.35 G./cc. Excess loading densities will render the base charge undetonatable with 1.5 G. charges of H.M.T.D.. This explosive will work and work well and is very storage stable. Larger diameter cap containers (3/8" +) should be used to ensure propagation of the detonation through the entire cap. Given below is the manufacture techniques for production of nitroguanidine. This procedure will work well but is rather lengthy and labor intensive.

### Nitroguanidine Production

Obtain two clay flower pots with a small hole in their bottoms. Fitted to one of these is stainless steel tubing. A refractory made from "firebrick" and fired by charcoal should be built. The flower pots will need to fit into this refractory and have ample room around them to pack the charcoal. An air blower (e.g. hairdryer, vacuum cleaner is hooked up to blow air through the coal to generate the heat needed. In the bottom flower-pot, a stainless steel screen will be needed to keep from clogging the stainless steel tubing from the ammonia inlet tube. Place 200 grams of calcium carbonate (Limestone, chalk) in the bottom flower pot, with the stainless tubing attached. Place the other flowerpot upside down directly on top of the bottom pot. Place this in the refractory furnace and place a pyrometer or high temperature thermometer into the hole in the top clay flower pot. Start the furnace and blow air through the burning charcoal until the temperature inside the pots reaches 700 degrees C. At this time begin to pass ammonia gas through the stainless tubing into the lime inside. The temperature should never go over 820 degrees C as the lime will decompose. The ammonia generator the gas generator in the TACC section. The amounts needed in the generator are 170 G. ammonium nitrate fertilizer, 100 G. sodium hydroxide and adding 100 ml water to the mixture. This water addition would be done in small portions to ensure the absorption of the gas by the calcium carbonate. This gas needs to be generated slowly! When all the ammonium nitrate has been added and the gas ceases to generate from the generator deprive the charcoal of oxygen to extinguish the flame. Let the refractory furnace cool and remove the flowerpots from it. The black material in the bottom is calcium cyanamide.

Place 216 grams of urea in a stainless steel pan. Heat until it begins to melt. Add in small portions 1300 grams ammonium nitrate.

CAUTION: This is dangerous and extreme care should be used in this step. This mixture could explode if allowed to burn. Water should be used if a fire does breakout by immediate dilution and quenching of the reaction mixture!!

Keep the temperature of the melt at 120 degrees centigrade. When the addition of the ammonium nitrate is complete and the mixture is liquid and at 120 degrees C. the calcium cyanamide from above is added in portions over a twenty minute period. This mixtures temperature is held at 120 degrees C. for two hours and then diluted with 720 ml water. This liquid is heated to 95 degrees C. and then filtered through several coffee filters or a "fast" filter paper. The liquid thus obtained is allowed to cool to 25 degrees C and then the crystals formed are filtered out. The liquid is reduced to 1/2 its volume by boiling. It is cooled and filtered and the crystals obtained are added to those from the first filtration. These crystals are washed with 40 ml cold water. They are then dried in a shallow pyrex dish while heated in a hot oil bath at 110 degrees C. for two hours. These crystals are guanidine nitrate (90% purity).

Immerse a one liter flask, containing 500 ml. concentrated sulfuric acid, in cracked ice. This acid is stirred until the temperature drops to 10 degrees C or less. In small portions, add 400 grams of dry guanidine nitrate to the acid with stirring to keep the temperature below 11 degrees C. When all the guanidine nitrate is dissolved, pour the now milky liquid into three

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liters of cracked ice and water. Let this stand until the nitroguanidine is completely crystallized out of the liquid. Filter these crystals out and dissolve in four liters of boiling water (distilled if possible). Allow to cool by standing overnight and filter the crystals out. Dry these crystals by heating gently in a container placed in a pan of boiling water. This dried material is then ready to store in a plastic container or to load into finished caps.

### C-4

C-4 was developed because of the hardening and toxicity that made C-3 unreliable and dangerous due to the dinitrotolulene. The following composition is the standardized plastique explosive as adopted by the armed forces:

- RDX 91.0%
- Polyisobutylene 2.1%
- Motor Oil 1.6%
- Di-(2-ethylhexy)sebecate 5.3%

The last three ingredients are dissolved in unleaded gasoline. The RDX explosive base is then added to the gasoline-plasticizer and the resultant mass is allowed to evaporate until the gasoline is completely gone (this can be done quickly and efficiently under a vacuum). The final product should be dirty white to light brown in color.

It should have no odor and have a density of 1.59 gm/cc. It does not harden at -57 deg. C and does not undergo exudation at 77 deg. C.. It can be reliably detonated with a #6 blasting cap. The Brisanse of this explosive (ability to do work or fragment munitions) is 120 % greater than C-4 is the best plastique explosive available in the world and probably will remain so for quite some time. This is the #1 demolition explosive in the world and if you've never seen this stuff used it is absolutely amazing. The detonation velocity of C-4 is 8100 M/sec..

### Plastic Explosive from Bleach

This explosive is a potassium chlorate explosive. This explosive and explosives of similar composition were used in World War I as the main explosive filler in grenades, land mines, and mortar rounds used by French, German and some other forces involved in that conflict. These explosives are relatively safe to manufacture. One should strive to make sure these explosives are free of sulfur, sulfides, and picric acid. The presence of these compounds result in mixtures that are or can become highly sensitive and possibly decompose explosively while in storage.

The manufacture of this explosive from bleach is given just as an expedient method. This method of manufacturing potassium chlorate is not economical due to the amount of energy used to boil the solution and cause the 'dissociation' reaction to take place. This procedure does work and yields a relatively pure and sulfide free product.

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These explosives are very cap sensitive and require only a #3 cap for initiating detonation. To manufacture potassium chlorate from bleach (5.25% sodium hypochlorite solution) obtain a heat source (hot plate, stove etc.) a battery hydrometer, a large pyrex or enameled steel container (to weigh chemicals), and some potassium chloride (sold as salt substitute). Take one gallon of bleach and place it in the container and begin heating it. While this solution heats, weigh-out 63 g. potassium chloride and add this to the bleach being heated. Bring this solution to a boil and boil until when checked with a hydrometer, the reading is 1.3 (if a battery hydrometer is used it should read full charge). When the reading is 1.3, take the solution and let it cool in the refrigerator until it is between room temperature and 0 deg. C.

Filter out the crystals that have formed and save them. Boil the solution again until it reads 1.3 on the hydrometer and again cool the solution. Filter out the crystals that are formed and save them. Boil this solution again and cool as before. Filter and save the crystals. Take these crystals that have been saved and mix them with distilled water in the following proportions: 56 g. per 100 ml. distilled water. Heat this solution until it boils and allow it to cool. Filter the solution and save the crystals that form upon cooling. The process of purification is called fractional crystallization. These crystals should be relatively pure potassium chlorate. Powder these to the consistency of face powder (400 mesh) and heat gently to drive off all moisture. Melt five parts vaseline and five parts wax. Dissolve this in white gasoline (camp stove gasoline) and pour this liquid on 90 parts potassium chlorate (the crystals from the above operation) in a plastic bowl. Knead this liquid into the potassium chlorate until intimately mixed. Allow all the gasoline to evaporate. Place this explosive in a cool dry place.

Avoid friction and sulfur, sulfides and phosphorous compounds. This explosive is best molded to the desired shape and density (1.3 g./cc) and dipped in wax to water-proof. These block type charges guarantee the highest detonation velocity. This explosive is really not suited to use in shaped charge applications due to its relatively low detonation velocity. It is comparable to 40% ammonia dynamite and can be considered the same for the sake of charge computation. If the potassium chlorate is bought and not made, it is put into the manufacture process in the powdering stages preceding the addition of the wax-vaseline mixture. This explosive is brisant and powerful. The addition of 2-3 % aluminum powder increases its blast effect. Detonation velocity is 3300 M/sec.

## Plastic Explosive from Swimming Pool Chlorinating Compound (HTH)

This explosive is a chlorate explosive from bleach. This method of production of potassium or sodium chlorate is easier and yields a more pure product than does the plastic explosive from bleach process. In this reaction the HTH (calcium hypochlorite-CaClO) is mixed with water and heated with either sodium chloride (table salt, rock salt) or potassium chloride (salt substitute). The latter of these salts is the salt of choice due to the easy crystallization of the potassium chlorate. This mixture will need to be boiled to ensure complete reaction of the ingredients. Obtain some HTH swimming pool chlorination compound or equivalent (usually



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65% calcium hypochlorite). As with the bleach, it is also a dissociation reaction. In a large pyrex glass or enameled steel container place 1200g HTH and 220g potassium chloride or 159g. sodium chloride. Add enough boiling water to dissolve the powder and boil this solution. A chalky substance (calcium chloride) will be formed. When the formation of this chalky substance is no longer formed, the solution is filtered while boiling hot. If potassium chloride was used, potassium chlorate will be formed. This potassium chlorate will drop out or crystallize as the clear liquid left after filtering cools. These crystals are filtered out when the solution reaches room temperature. If the sodium chloride salt was used this clear filtrate (clear liquid after filtration) will need to have all water evaporated. This will leave crystals which should be saved. These crystals should be heated in a slightly warm oven in a pyrex dish to drive off all traces of water (40-75 deg. C). These crystals are ground to a very fine powder (400 mesh).

The potassium chloride is the salt to use as the resulting product will crystallize out of solution as it cools. If the sodium chloride salt is used in the initial step, the crystallization is much more time consuming and it will have a tendency to cake and has a slightly lower detonation velocity. The powdered and completely dry chlorate crystals are kneaded together with vaseline in plastic bowl.

ALL CHLORATE BASED EXPLOSIVES ARE SENSITIVE TO FRICTION, AND SHOCK, AND THESE SHOULD BE AVOIDED

This explosive is composed of the following:

Potassium or sodium chlorate 90%

Vaseline 10%

The detonation velocity can be raised to a slight extent by the addition of 2-3% aluminum powder substituted for 2-3% of the vaseline. The addition of this aluminum will give this explosive a bright flash if set off at night which will ruin night vision for a short while. The detonation velocity of this explosive is approximately 3200 M/sec. for the potassium salt and 2900 M/sec. for the sodium salt based explosive.

## Plastic Explosive from Table Salt

This explosive is perhaps the most easily manufactured of the chlorate based explosives. Sodium chlorate is the product because rock salt is the major starting ingredient. This process would work equally as if potassium chlorate were used instead of the sodium chloride (rock salt). The sodium chlorate is the salt I will cover due to the relatively simple acquisition of the main ingredient. The resulting explosive made from this process would serve as a good cheap blasting explosive and will compare favorably with 30% straight dynamite in power and blasting efficiency. This explosive can be considered the same as 30% straight dynamite in all charge computation. These explosives and similar compositions were used to some extent in World War I by European forces engaged in conflict. It was used as a grenade and land mine filler. Its only drawback is its hygroscopic nature (tenancy to absorb atmospheric moisture).

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These explosives also have a relatively critical loading density. These should be used at a loading density of 1.3 g./cc. If the density is not maintained, unreliable or incomplete detonation will take place. These shortcomings are easily overcome by coating the finished explosive products with molten wax and loading this explosive to the proper density. This explosive is not good for shaped charge use due to its low detonation rate (2900 M/sec.). The major part of the manufacture of this explosive from rock salt is the cell reaction where D/C current changes the sodium chloride to chlorate by adding oxygen by electrolysis of a saturated brine solution.

The reaction takes place as follows:  $\text{NaCl} + 3 \text{H}_2\text{O} \rightarrow \text{NaClO}_3 + 3 \text{H}_2$

In this reaction the sodium chloride (NaCl) takes the water's oxygen and releases its hydrogen as a gas. This explosive gas must be vented as sparks or open flame may very well cause a tremendous explosion. This type of process or reaction is called a 'cell' reaction. The cell should be constructed of concrete or stainless steel. I won't give any definite sizes on the cell's construction because the size is relative to the power source. This cell would have to be large enough to allow the brine to circulate throughout the cell to insure as uniform a temperature as possible. The speed of the reaction depends on two variables. Current density is a very important factor in the speed of the reaction. The advantages of high current densities are a faster and more efficient reaction. The disadvantages are that cooling is needed to carry away excess heat and the more powerful power sources are very expensive. For small operations, a battery charger can be used (automotive). This is the example I will use to explain the cell's setup and operation (10 amp/12 volt). The current density at the anode ( + ) and cathode ( - ) are critical.

This density should be 50 amps per square foot at the cathode and 30 amps per square foot at the anode. For a 10 amp battery charger power source, this would figure out to be 5 5/16" by 5 5/16" for the cathode. The anode would be 6 15/16" by 6 5/16". The anode is made of graphite or pressed charcoal and the cathode is made of steel plate (1/4").

These would need to be spaced relatively close together. This spacing is done with some type of non-conducting material such as glass rods. This spacing can be used to control the temperature to some extent. The closer together they are, the higher the temperature. These can be placed either horizontally or vertically although vertical placement of the anode and cathode would probably be the ideal set up as it would allow the hydrogen to escape more readily. The anode would be placed at the bottom if placed horizontally in the cell so that the chlorine released could readily mix with the sodium hydroxide formed at the cathode above it. As the current passes through, the cell chlorine is released at the anode and mixes with the sodium hydroxide formed at the cathode. Hydrogen is released at the cathode which should bubble out of the brine. This gas is explosive when mixed with air and proper precautions should be taken.

PROPER VENTILATION MUST BE USED WITH THIS OPERATION TO AVOID EXPLOSION.

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Temperature control is left up to the builder of the cell. The temperature of the cell should be maintained at 56 deg. C. during the reaction. This can be done by the circulation of water through the cell in pipes. But the easiest way would be to get an adjustable thermostatic switch adjusted to shut the power source off until the cell cools off. This temperature range could be from 59 deg. C. shut off to a 53 deg. C. start up. An hour meter would be used on the power source to measure the amount of time the current passes through the cell. If the water-cooling coil design appeals to the manufacturer and an easily obtained cheap source of cool or cold water is available, this would be the quickest design to use. Again, a thermostatic type arrangement would be used to meter the cooling water through the cell. The cooling coils would best be made of stainless steel to overcome the corrosiveness of the salts although this is not entirely necessary. A thermostatic valve would be set to open when the brine electrolyte was heated above approximately 58 deg C. and set to close when the temperature fell to approximately 54 deg C. Again, this would be the best and most efficient method and the waste heat could be used relatively easily to heat either a house or perhaps even a barn or shop. To run the cell, after the cell has been constructed and the concrete has been sealed and has set and cured for several weeks, is very simple. First, to seal the concrete I suggest Cactus Paint's CP 200 series, two component epoxy paint or an equivalent product.

To fill the cell, place 454 g. sodium chloride in the cell (rock salt is excellent here). Place four liters of distilled water into the cell with the salt. The liquid should cover the anode and the cathode completely with room to spare. Remember that some of the water will be used in the reaction. Thirty three grams of muratic acid, which should be available from a swimming pool supply store is then added to the liquid in the cell. BE CAREFUL WHEN HANDLING ANY ACID! Then 7 grams of sodium dichromate and 9 grams of barium chloride is added. The cell is then ready to run if the plates are connected to their respective cables. These cables are best made of stainless steel (the most corrosion resistant available). The power supply is then hooked up and the cell is in operation. The power is best hooked up remotely to lessen the chance of explosion. Any time the cell runs it will be making hydrogen gas.

THIS GAS IS EXPLOSIVE WHEN MIXED WITH AIR AND ALL SPARKS, FLAME, AND ANY SOURCE OF IGNITION SHOULD BE KEPT WELL AWAY FROM THE CELL. THIS CELL SHOULD ONLY BE RUN WITH VERY GOOD VENTILATION.

The steel plate cathode should be hooked to the negative side of the power source and the anode hooked to the positive side. Again these are hooked to the power supply via stainless steel cables. This cell is then run at the proper temperature until 1800 amp-hours pass through (amount per pound of sodium chloride) the electrolyte. The liquid in the cell is then removed and placed in an enameled steel container and boiled until crystals form on liquid. It is cooled and filtered, the crystals collected being saved. This is done twice and the remaining liquid saved for the next cell run. The process will become easier as each run is made. It is a good idea to keep records on yields and varying methods to find out exactly the best process and yield. To purify these crystals place 200 grams in 100 ml distilled water. Boil the solution until crystals are seen on the surface. Let cool and filter as before. Save this liquid for the next cell run. These purified crystals are placed in a pyrex dish and placed in the oven at 50 deg C. for two hours to drive off all remaining water.

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Ronald B. Brown's Homemade Guns and Homemade Ammo (1999, Breakout Productions) details this process much more thoroughly.

The explosive is ready to be made. The crystals of sodium chlorate are ground to a fine powder consistency. Ninety grams of this sodium chlorate are kneaded with 10 grams of vaseline until a uniform mixture is obtained. This explosive is sensitive to shock, friction, and heat. These should be avoided at all cost. This explosive works best at a loading density of 1.3-1.4 g./cc. If this explosive is not used at this density, the detonation velocity will be low and detonation will be incomplete. To load to a known density measure the volume of the container in which the explosive is to be loaded. This can be done by pouring water into the container until the container is filled. Then the water is measured and the total number of ml will equal the cc's of the container. Multiply this number times 1.3 and load that much explosive (in grams of course) into the container after the container has been dried of all water. This procedure should be used with all chlorate explosives (plastique explosive from bleach, plastique explosive from HTH). This explosive is cheap and relatively powerful.

## Gun Cotton

Gun cotton is one of the first modern explosives used in war. Nitroglycerin was more powerful, but much more dangerous to use. And, of course, it was one of the first real substitutes for black powder as a weapons propellant. You can nowadays buy military surplus smokeless powder (gun cotton) from any number of sources for about \$8-10 a pound. Probably cheaper than you can make it, and definitely of much more uniform quality and strength than you could make at home. If you buy smokeless powder to use for this, make sure that it's single and not double based powder. Double based contains nitroglycerin which will make you sick as a dog if you touch it. Single based is harmless to touch. The information here came mainly from an old book called "Compressed gun cotton for military use with an introduction on Modern gun cotton, its manufacture, properties and analysis" by Max von Förster, 1886. It's presented as it is for the most part. Some archaic terminology and irrelevant information has been changed or deleted.

Prerequisites for quality gun cotton:

1. The cotton must be pure white absorbent cotton.
2. The strongest acids available must be used. 1 part, by weight, nitric acid of specific gravity 1.485 and 3 parts sulphuric acid of specific gravity 1.84, the total weight of acid being 20 times that of the cotton.
3. After the first immersion, which lasts only a few minutes, the cotton must be steeped in a fresh mixture of acids in the same proportion.
4. The steeping must be continued for 48 hours.
5. The gun cotton must then be squeezed and thoroughly purified by washing in a stream of running water for several weeks, dipped in a solution of sodium carbonate (or baking soda) and again washed.

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Unless these precautions are observed the products are not uniform. If any acid is left in the gun cotton it is liable to spontaneous decomposition, hence the need for careful washing. The sulphuric acid acts simply to absorb the water already present in the commercial nitric acid and also that produced in the change, and thus serves to keep the nitric acid concentrated.

### The Process

The acid mixture consists of 3 parts by weight of sulphuric acid, specific gravity of 1.84, to 1 part nitric acid, specific gravity of 1.48. The acids are slowly mixed together in small amounts and the mixture is allowed to stand for several hours to become cold. About 12 gallons of the acid mixture is drawn off into a deep stoneware pan standing in cold water. The cotton, when cold, is weighed out in quantities of 1 lb. each, carried to the dipping pan and immersed, a pound at a time, in the acid, and stirred about for two or three minutes. It is then placed on a grate or perforated shelf, attached to the pan, the excess of acid is squeezed out with the stirrer and the cotton allowed to drain. Enough acid is added from the acid bottle to replace that which has been absorbed by the cotton, and more cotton is treated in the same way.

The cotton is next transferred to pots well covered, standing in a shallow trough containing water, and is covered with about 10 or 15 times its weight of acid, and allowed to remain about 48 hours. The gun cotton is now washed by a stream of water and whirled about in the water in the washing vessel, so that it comes in contact with a large quantity of water, and its temperature is not raised appreciably. It is again drained in the centrifugal machine and the washing repeated. It is then soaked in stirring tanks for two or three weeks, and afterwards boiled in large vats. The purified gun cotton is transferred to the blender where it is shredded to a fine pulp and then transferred to another tank where it's washed for another 48 hours in warm water with frequent stirring. The water is drawn off and renewed until the gun cotton passes the heat test which is now applied.

The pulp is now mixed with a little sodium carbonate. It is then drained and a measured quantity placed in the cylinder of a hydraulic press, through the perforated bottom of which most of the water is drawn off by a suction pump, and the press is then applied. It is pressed again in a more powerful press, and is thus obtained in the form of disks or cylinders of various sizes, having a density of 1.1 or 1.2, which are afterwards soaked in water until they contain about 25 per cent of that liquid.

Granulated gun cotton is made by placing the pulp from the blender in a centrifugal machine, where its water is reduced to 33 per cent and the gun cotton is made fibrous, and then passing it through sieves, which break it into granules. It is then revolved for half an hour in a drum, mounted on a horizontal axis, for fifteen minutes, the drum revolving fast enough to cause the granules to roll rapidly down its surface, but not so fast as to carry the granules around with it. You could also make them by taking a chunk of pressed dry gun cotton and roll it into a ball in your hands.

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### Testing for Quality

The finished gun cotton is examined by the following tests:

1. The density must be over 1.
2. The moisture is determined by drying it at 60° C.
3. The combustion of 2 grams of gun cotton must leave a residue less than 0.08 grams in weight.
4. The gun cotton should dissolve entirely in ethyl acetate, which would leave unconverted cotton undissolved.
5. Fifty grains of the gun cotton should suffer little loss in weight when heated for two or three hours with four ounces of a mixture of 1 volume alcohol (40%) and 2 volumes distilled ether, which would dissolve any collodion cotton.
6. 4 grains are heated in a test tube placed in an oil bath, and containing a slip of paper moistened with a solution of potassium iodide and starch. No tinge should be imparted to the paper till the temperature of the oil reaches 88° C.
7. Four grains, heated as above, should give no visible brown tinge below 175° C.
8. One grain is heated in a test tube, placed in an oil bath, till it explodes, which should not happen below 179°

### Properties

Gun cotton resembles cotton wool in appearance, but is harsher to the touch; it becomes powerfully electric when rubbed, crackling and phosphorescing, and emitting sparks in the dark. It remains unaltered in contact with water, and can be worked and stored in the wet state without danger. On ignition it burns quietly when dry and leaves no residue; wet gun cotton is not combustible. Gun cotton is insoluble in alcohol and ether or a mixture of the two, but is dissolved by acetic ether and by a mixture of ordinary ether with ammonia. Strong sulphuric acid dissolves it without carbonization, strong potash lye will also dissolve it, especially if heated to 70° C. A solution of potassium sulphhydride reduces it to cellulose. When properly prepared it remains unaltered-it has been kept stored for 12 years without change.

Dry gun cotton inflames by percussion, but is never exploded, even by the passage of a bullet fired at short range, unless confined. Its explosive effect is greatest when detonated by means of a primer of mercury fulminate, in which case no confinement is necessary. The rate of propagation of the detonation in a mass of dry compressed gun cotton is about 5,500 meters per second. Wet gun cotton is not affected by percussion, and can be detonated only by the detonation of an amount of dry gun cotton bearing a certain ratio to the weight of wet gun cotton employed. Its explosive effect is much greater than that of dry gun cotton. The temperature at which gun cotton explodes when heated is about 179° to 181° C, under the most favorable circumstances, but usually a much higher temperature is required. The temperature resulting from the explosion is about 4400° C. One gram of gun cotton, on explosion, gives a quantity of gaseous products calculated to occupy at 0° C. and 760 mm. Hg, 753 c.c., which, at the temperature of explosion, would be expanded to 12,889 c.c. The pressure produced by the detonation is estimated at 160 tons per square inch. Cylinders

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about 3 inches long and 2.5 inches in diameter weigh 1 lb. Cylinders 30 mm. high and 25 mm. in diameter, with a central canal 5 mm. in diameter, weigh 25 grams dry.

### **Gun Cotton as an Explosive**

Dry gun cotton is much easier to detonate than wet gun cotton, but it's not as powerful. And trying to compress a large quantity of gun cotton to the required density is a pain. The solution the book presented was to take granulated gun cotton (large granules over 1 inch cubed), fill the container with the granules, and then fill the gaps with melted paraffin wax to consolidate it into a single mass. Then a primer of dried granules (about 20% by weight of wet granules) is placed into the container, gaps filled with wax, and it is this that is primed with the detonator. An important detail about the granules is that they are taken damp from the tumbler that's granulated them and dipped in acetate to form a tough skin on the outside of the granules to keep them moist inside. Buying amyl acetate is an option, or a mixture of ethyl and amyl acetate dissolved in isopropanol. Once you have your granules ready, put them on a tray and spray them until they're wetted with the lemon spray. Let it evaporate to dryness. Make sure you get all sides and ends.



## **Blasting Caps**

### **How Blasting Caps Work**

I know you have seen before, on TV, the western where the good guy sticks a fuse in a stick of dynamite and presto he has a fuse detonation device? If you have used explosives in the military or otherwise you know that this is a bunch of hooey! While there are explosive compositions that can be made to detonate this easily, this same trait gives them a dangerous nature that requires very special precautions, if they can be used at all.

Detonation is in essence a chemical reaction brought about by a high velocity shock wave at speeds as low as 1100 M/sec. and going up to 9300 M/sec. for "Median" explosives. This shock wave is initially produced by the blasting cap and is continued throughout the explosive charge as the detonation progresses. These waves have the appearance, in high speed photos, similar to ripples in a smooth pond of water as a pebble is thrown in. These detonation waves must meet or exceed certain strength and rate requirements to detonate a particular charge or explosive. Each explosive has a different requirement for detonation from the blasting cap standpoint. A good rule of thumb for any explosive is to use more blasting cap than is needed. This is a good idea as most explosives can be overdriven with a larger than needed detonator. By overdriven, I mean that an abnormally high detonation rate can be achieved as the high speed detonation from the cap will carry over in the explosive. Many people with whom I have conversed, have mentioned pipe bombs that are made by filling a pipe with either black powder or smokeless powder. These pipe bombs are poor for fragmentation due to the actual deflagration nature of this type ordinance. Deflagration is the simple burning of a propellant or explosive. This will generate pressure great enough to rupture the container (pipe) and no more. 2" schedule 40 pipe will rupture at approximately 7144 PSI If black powder or smokeless powder is being used, this is the maximum pressure a pipe bomb would generate. If this same pipe were filled with powdered ammonium nitrate fuel oil explosive and detonated with a blasting cap with an approximate pressure of detonation of 600,000 PSI plus. This same set up (cap initiated) with "Bulls eye" brand smokeless powder from Hercules Inc. Wilmington Delaware as a pipe filler with a blasting cap will generate approximately 2,000,000 In plus detonation pressure. This amounts to an 8300% and 28000% increase over deflagration respectively. As these figures prove, true detonation is awesome and an unbelievable increase over simple propellant deflagration explosive fillers. Most of the high CHNO explosive groups will make the transition from deflagration to detonation. Usually this transition will require the build up of a good deal of pressure. The ammonium nitrate cargos of the High Flyer and Grandcamp are said to possibly have undergone this type of deflagration to detonation transition. This transitions, caused the detonation of their cargos of thousands of tons of fertilizer grade ammonium nitrate. This detonation in Texas City, Texas Harbor, in 1947 generated 50 million dollars damage and jiggled seismograph needles in Denver, Colorado. This was the largest non nuclear explosion in U.S. history.

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As mentioned earlier we have explained that detonation is a shock wave induced chemical reaction. This detonation wave, and what happens, is perhaps explained easier in the drawing below. In this drawing the zone in front of the shock wave is the unreacted zone. Behind this zone, the shock wave is seen. This area of the shock wave is called the "Shock zone." This is the mechanical shock wave that originated at the detonator. This shock zone is usually 0.00001 cm long. The "chemical reaction zone" immediately follows the shock zone. The shock zone is the point of the highest pressure of the detonation. The "chemical reaction zone" is the part of the detonation zone that has the highest temperature and velocity.

This chemical reaction zone is where the actual chemical reactions of the detonation, and the subsequent detonation byproducts are produced. This zone does not actually include the detonation byproducts because the reactions are not complete. This chemical reaction zone is usually 0.1 to 1.0 cm long. One of the characteristic differences of deflagration and detonation is the flow of the byproducts. In deflagration the products flow from the combustion zone. In detonation the products flow toward the shock zone.

At times the detonation zone in an explosive can progress through the explosive at a much slower than normal rate. This is called low order detonation. Nitroglycerin, one of the most powerful explosives known, still has this undesirable trait. "Nitro" can detonate with high order detonation rates of over 8000 M/sec. while low order detonation can be as low at 1500 M/sec. The density of an explosive has a great bearing on the rate of the detonation zone than the explosive mass. Every explosive has a greater detonation velocity with respect to the density. These are fixed and unchangeable under ideal conditions. Usually, the greater the density, the higher the detonation rate. Also, the higher the density, the lower the sensitivity. These statements, of course, are generalizations and will not hold true always. In a classic sense they give somewhat of an idea as to the way explosives perform. As this is a field of explosives that can become a lifelong study, we won't attempt to give course in these theories. It is good, however, to understand why explosives perform the way they do so that maximum use could be had from them. The theory above is the hydrodynamic theory of detonation. This is the most generally accepted of the explosive detonation theories. For further reading here are two good books: DETONATION AND TWO PHASE FLOW - Vol. 6 of "Progress in Astronautics and Rocketry" by S.S. Penner & B.P. Mullins Academic Press (NY NY), and SCIENCE OF HIGH EXPLOSIVES by M.A. Cook from Information Publishing.

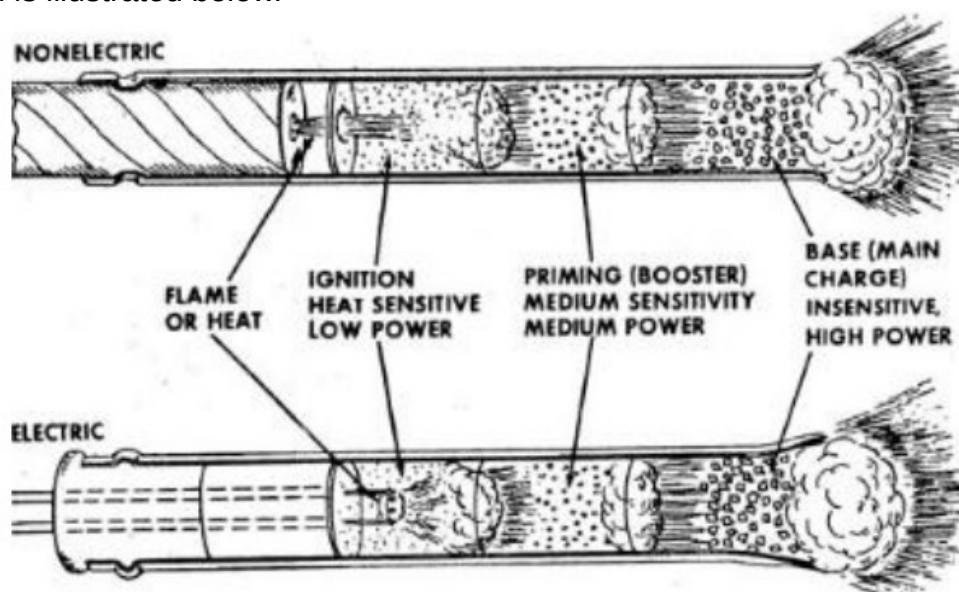
For the purpose of this book we will cover two different types of explosives. Primary and base explosives, with respect to blasting cap manufacture and the manufacture of these explosives. Primary explosives are usually sensitive to shock, friction, and heat. They are used to detonate the base charge in blasting caps. These explosives are used due to the ability of the primary explosive to make an easy and quick transition to detonation. As a general rule, these explosives require very little confinement to make the deflagration to detonation transition.

The detonation wave set up by the primary explosive is the beginning of the detonation process. This primary shock wave will detonate the base charge in the caps. The base charge of the cap is normally R.D.X. or some other high explosive. The base charge needs to be

powerful and stable, but still sensitive to the primary detonation wave. The 6700 M/sec. plus base charge detonation velocity, will set off the main charge and with lower velocity explosive will overdrive them by sending such a high velocity shock wave through the explosive.

## How Blasting Caps Function

Upon application of current, the bridge wire of the electric cap heats to incandescence and ignites the loose ignition mixture. The resulting heat or flame sets off the extremely sensitive intermediate charge which, in turn, detonates the base charge. In nonelectrical caps the burning safety fuse ignites the ignition charge, which sets off the priming explosive, which in turn detonates the base charge. In both cases the sequence following initiation is essentially identical. When the primary explosive is stimulated by a sufficient amount of heat or flame, it undergoes a rapid chemical transformation from a solid into a hot gas by a process somewhat similar to the multiplication and amplification of the burning reaction which occurs within a low explosive. However, the speed of the reaction is so rapid that the mass of burning hot gas which it generates transcends ordinary burning and becomes a wave or expanding wall of pressure capable of initiating a larger volume of an adjacent high explosive by its shock velocity alone. This wave or shock front is called the blast propagation or propagation wave, This reaction is illustrated below.



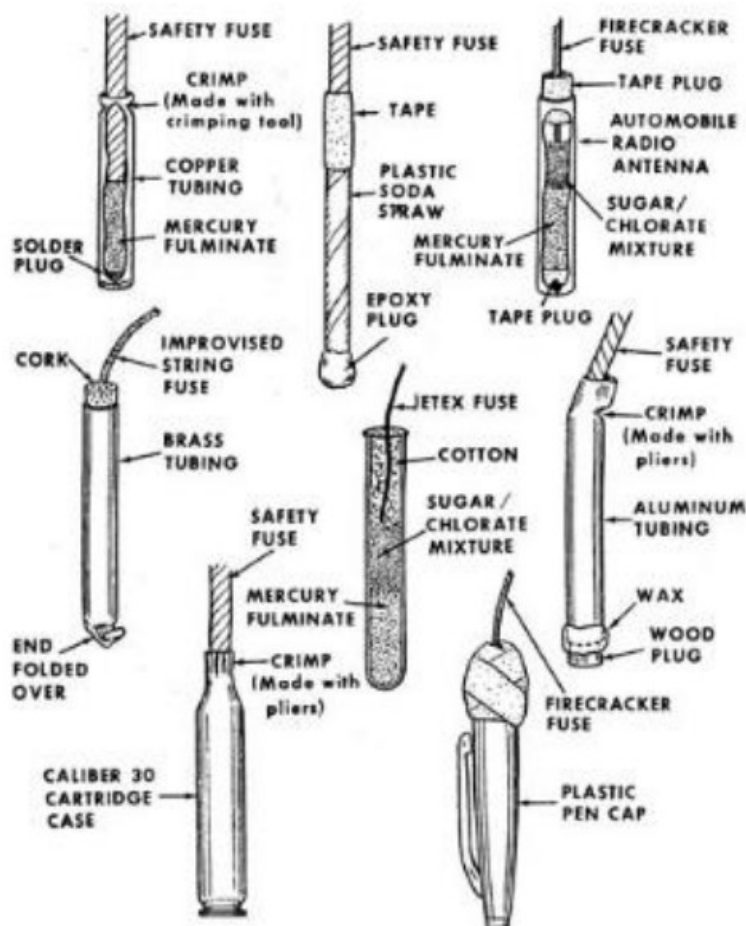
## The Blasting Cap Shell

Once a primary high explosive has been manufactured or obtained, it is ready for placement into a suitable container. A wide variety of containers may be employed, although a rigid walled container is usually selected in order to minimize accidental friction, short, or stress to the sensitive primary high explosive compound. In addition to being rigid, if the container is metal a chemically nonreactive or low reactivity metal such as copper or aluminum is usually selected. Lengths of  $\frac{1}{4}$  inch diameter or larger copper or aluminum tubing, obtained from hardware or automotive supply houses are frequently employed as improvised blasting cap

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shells. These soft metal tubes are first cut to the desired length, usually about two to three inches, and then sealed at one end by soldering or cementing the materials. Improvised blasting cap shell construction is certainly not limited to copper and aluminum tubing. Lengths of automobile radio antenna (chrome-plated brass); plastic bodies of ball point, felt tip, and fountain pens; thin-walled brass tubing used by model makers; glass test tubes; and many other materials have also been used as improvised blasting cap shells.

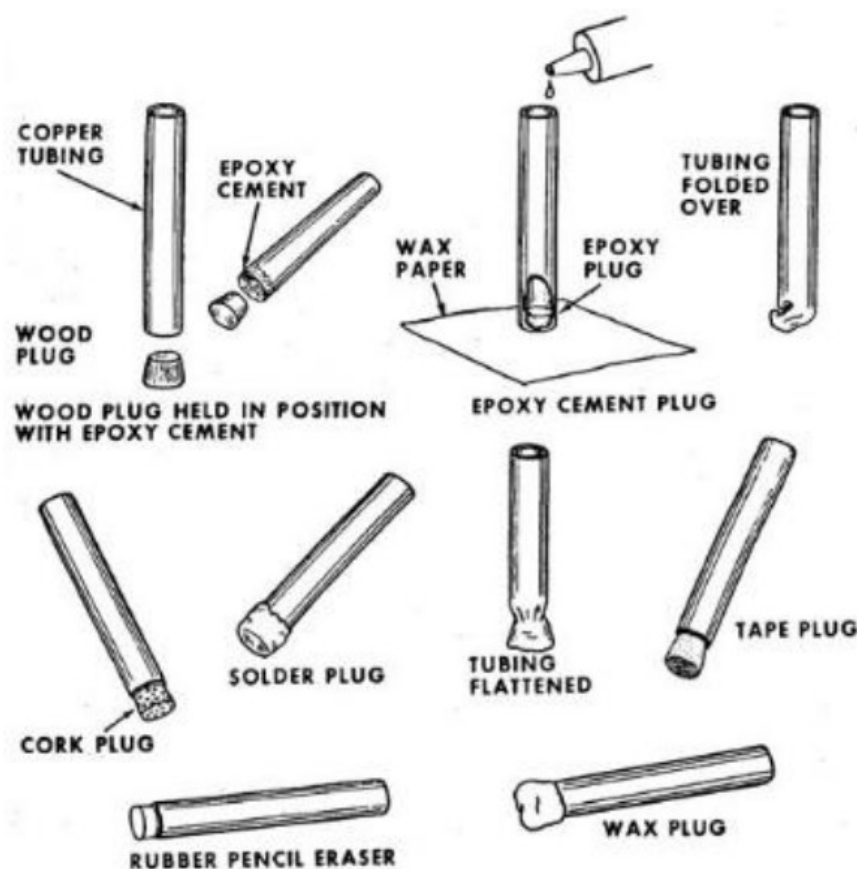
Various types of improvised nonelectric blasting caps are illustrated below.



Once the shell has been plugged at one end, the primary high explosive crystals are carefully placed into the shell and lightly packed or tamped with a rod. This procedure is not overly hazardous so long as a wooden rod is employed to press the explosive into the tube. Loose crystals of mercury fulminate have an apparent density (gravimetric density) of about 1.75. When employed in commercially manufactured blasting caps, mercury fulminate is compressed to densities of approximately 2.5 to 4.0 under a pressure of about 3,000 pounds per square inch. This density will produce a detonation velocity of about 4,000 meters per second. Mercury fulminate is not more sensitive to heat, flame, spark, or shock after compression than in loose crystal condition, but the increased density produces a higher detonation velocity which increases its efficiency. Generally no real attempt at density increase is attempted by the manufacturer of improvised blasting caps. The crystals are simply tightly packed into the shell

container. So long as the manufacturer contents himself with tamping or compressing the crystals of mercury fulminate with a wooden rod or dowel no real danger exists, and space will be conserved within the shell. The improvised blasting cap will probably be loaded with one to four grams of mercury fulminate crystals. Normally, loading the shell with one gram would produce an improvised blasting cap approximately Number 6 strength if the manufacturer was able to achieve the proper density of explosive in loading. In most cases the desired density pressure of 3,000 pounds per square inch cannot be achieved and the builder compensates usually by increasing the total amount of explosive loaded.

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Once the shell has been loaded with the explosive, it is a simple matter to insert a length of commercial safety fuse into the copper or aluminum tube until it makes contact with the tamped crystals. Once in place, the soft tubing may be crimped lightly around the fuse with a pair of pliers, or the two units may be taped together. In instances where the shell of the improvised blasting cap is made of plastic or glass, tape or cement will be employed to join the safety fuse to the cap shell. If commercial safety fuse cannot be obtained for use with the improvised nonelectric blasting cap, either firecracker fuse, model rocket fuse such as "Jetex," or improvised fuse will be used. Because these fuses are normally small in diameter (1/8 to 1/32 inch) and do not produce the desired intense hot spit of flame required for reliable initiation of the improvised nonelectric blasting cap, the builder will usually load a portion of the blasting cap shell with a burning or ignition compound such as potassium chlorate and granular sugar to insure ignition and detonation. These smaller diameter fuses are generally affixed with tape to the improvised blasting cap shell, if the fuse employed is of the external burning type and excessive taping of the fuse occurs, there is an excellent chance that the name will be extinguished by contact with the tape and a misfire will occur.

In some cases, improvised nonelectric blasting caps used in conjunction with commercial safety fuses have been made highly waterproof by the application of silicon rubber cement (sealing compound) to the joint area between the safety fuse and the cap shell. Other improvised nonelectric blasting caps joined to commercial safety fuses have been encased inside long balloons or condoms to provide a degree of water or moisture resistance.

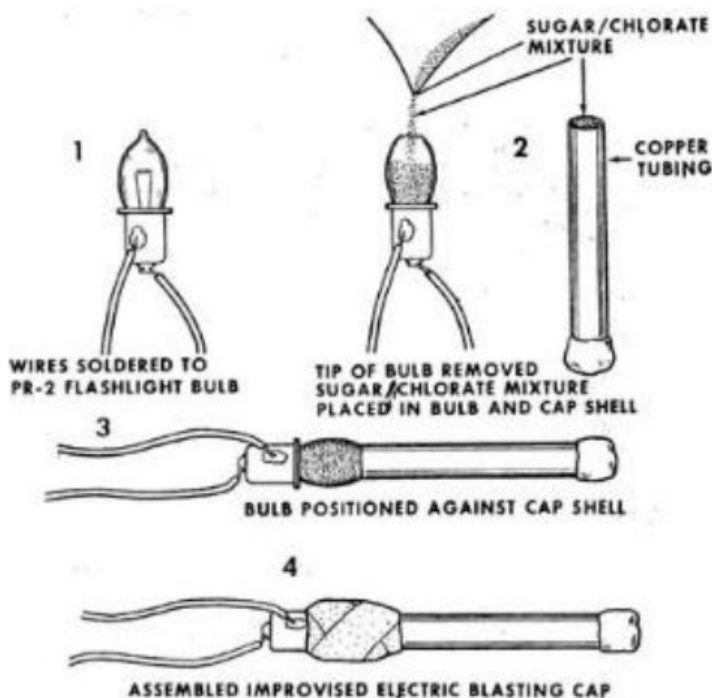
## Typical Improvised Electric Caps

The same basic construction, configuration, and explosive loading of the improvised blasting cap shell applies to both nonelectric and electric blasting caps. The essential difference is in the method employed in the ignition of the primary high explosive filler. Improvised electric blasting cap construction can utilize one of three basic systems for obtaining electrical ignition:

- Small Flashlight Bulb Method
- Automobile Light Bulb Method
- Improved Bridge Wire Methods

### Small Flashlight Bulb Method

The most commonly employed system of electrical ignition uses the fine filament wire inside a small flashlight bulb as the electrical ignition or bridge wire element. A bulb having a protruding glass tip, such as the PR #2 type, is normally preferred. Wires are soldered to the bulb contact points and then the tip of the glass bulb is carefully broken off with a pair of pliers. Black powder, smokeless powder, or a mixture of potassium chlorate and granular sugar is carefully placed into the glass bulb around the filament wire and into the open end of the improvised blasting cap shell. After the hole in the bulb is aligned with the open end of the shell, the bulb and cap shell are joined together with tape, as illustrated below. This system has also been employed to convert commercially manufactured nonelectric blasting caps to improvised electric blasting caps.



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The reliability of this conversion or ignition system is high. Failures occur only when the filament wire in the bulb is broken, when the violent burning action prematurely separates the bulb and the cap shell, or when damp ignition materials are employed inside the flashlight bulb and fail to ignite before the bulb filament wire burns in half. When care is taken in assembling the component parts, the rate of failure is extremely low. This system of ignition or conversion is widely known among bombers in this country. The Department of the Army Technical Manual TM 31-200-1, "Unconventional Warfare Devices and Techniques, References", provides an illustrated example of this construction technique. While this 1966 publication was reclassified to "confidential" by the Army in 1970, no attempt was made to recover copies from public libraries, schools, or private citizens. In effect, therefore, the reclassification applied only to the military. Copies of this now "classified" manual are presently being offered for sale by a number of publishing houses in the United States, apparently without fear of legal action for federal security violations.

### **Automobile Light Bulb Method**

The second system of conversion or assembly of improvised electric blasting caps is also illustrated and explained in Army Technical Manual TM 31-200-1, and, therefore, must be considered to be available to potential bombers. This method involves the employment of an automobile light bulb normally used in parking or dome lights. These bulbs have a metal base approximately 1/2 inch in diameter and a large and fairly heavy bulb filament wire. Wires are soldered to the outside of the metal light bulb. The glass bulb is broken away by slowly squeezing it between the jaws of a vice or a pipe wrench, taking care not to break the bulb filament wire. The open end of the improvised blasting cap shell is then filled with smokeless powder or some other highly flammable substance, and the light bulb filament wire is carefully imbedded in the mixture. Once the bulb filament wire has been imbedded, the bulb body is cemented or taped to the improvised blasting cap shell to complete the assembly. The degree of reliability of this ignition system is directly proportional to the manual skill level of the builder. If the builder is a careful craftsman, he will probably be able to assemble this improvised electric blasting cap without causing the bulb filament to break. In normal employment, the probable failure rate of improvised electric blasting caps assembled by using this technique will probably run from ten to fifty percent. Removing the bulb filament wire from its protective glass envelope and inserting it into an ignition mixture frequently results in breakage of the filament wire and failure of the blasting cap. If the builder has access to a blasting galvanometer, it is possible to check the continuity of the electrical circuit after the assembly of the improvised blasting cap to determine if the filament wire has been broken. In most cases, however, the builder does not possess a blasting galvanometer, nor can such a device be safely improvised. When it is not possible to determine if the filament wire is intact after assembly, this method is not particularly reliable.

### **Improvised Bridge Wire Methods**

A third method of improvising electric caps involves the construction of bridge wire assemblies by employing one of three distinct techniques:



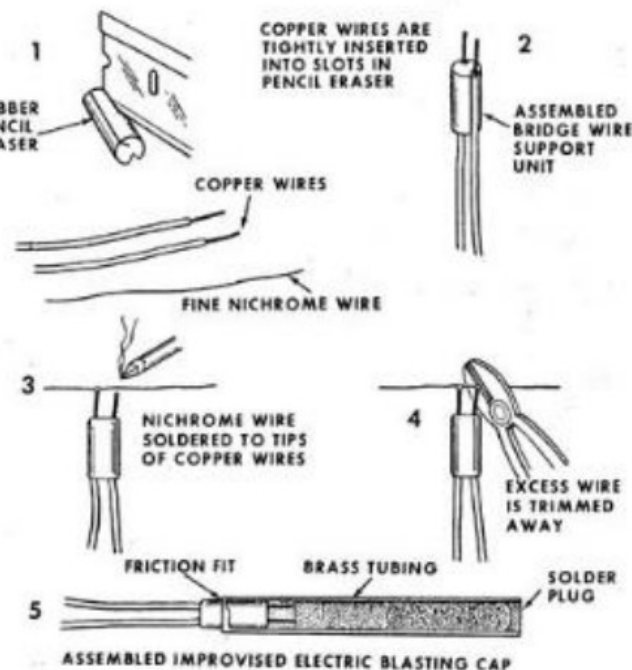
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- Soldered bridge wire
- Multi-strand or single strand bridge wire
- Model rocket igniter bridge wire

However, regardless of which technique is used, it is necessary to support and protect the bridge wire in some manner during assembly and use in order to prevent breakage or electrical shorting of the bridge wire unit. When such protection and support can be provided by wooden plugs, electrical tape, epoxy cement, silicon rubber sealant, wax, cardboard or many other materials, probably the most professional support units are constructed from the erasers found on ordinary wooden pencils. Rubber pencil erasers measure approximately 1/4 inch in diameter by 1/2 inch in length and their size and shape make them ideal bridge wire support units that will fit snugly into copper automobile gas line tubing, fired .30 caliber cartridge cases, sections of radio antenna and other shell materials normally employed in the construction of improvised blasting caps. If the improvised blasting cap shell opening is larger than the pencil eraser, it is a simple matter to wrap the eraser with tape and increase the diameter until a correct fit is obtained. The rubber pencil eraser is prepared for use by employing a razor blade to cut two "V" grooves on opposite sides of the eraser. The electrical wire used in construction of the improvised bridge wire is then pressed tightly into these grooves until flush with the outside surface of the eraser. The rubber eraser body will grip and hold the wires tightly in position as well as provide electrical insulation if bare or uninsulated wires are used.

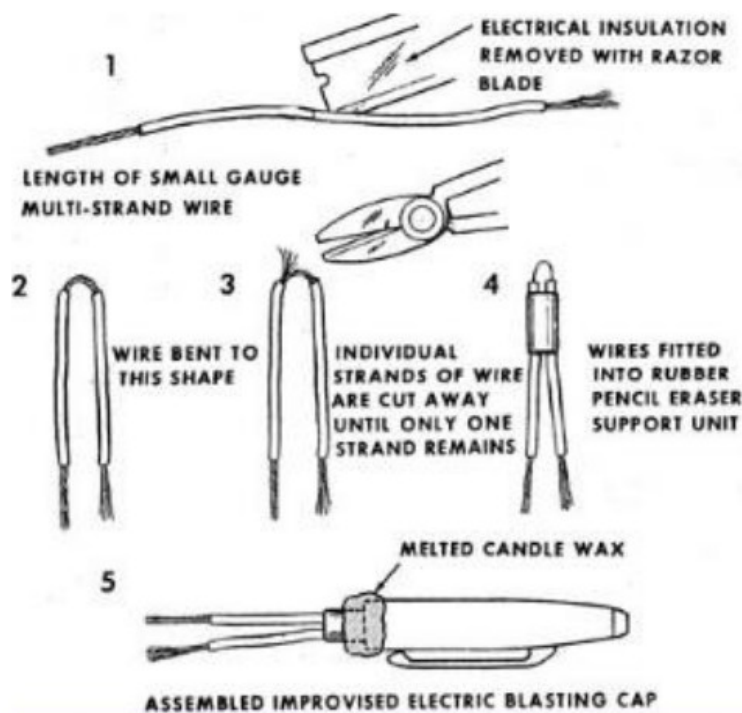
### Soldered Bridge Wire Technique.

The electrical wires protruding beyond the end of the eraser bridge wire support unit are allowed to extend 1/8 to 1/4 inch in length and are stripped of electrical insulation. These strands of copper wire are generally 18 to 22 gauge in diameter. After the eraser bridge wire support unit with the two protruding wires inserted has been placed firmly in a small vise, a length of much finer nichrome or copper wire is carefully soldered to the protruding wire ends to form the bridge wire unit. When the excess wire is trimmed away, the improvised bridge wire unit is complete and ready for insertion into the ignition material previously placed waterproofing into the blasting cap shell. The illustration right illustrates this technique of bridge wire construction. If of the improvised electric blasting cap is required, the end may be wax coated or painted with rubber cement.



## Multi-Strand/Single Strand Bridge Wire Technique

The construction of this bridge wire unit can be very simple if a small gauge multi-strand copper wire is utilized. The desired length of wire is selected and a 1/8 to 1/4 inch section of the electrical insulating material is carefully removed from the center section of the wire. The exposed multi-strand wire is then carefully cut one strand at a time, until only a single strand of wire connects the two insulated sections. The single strand section acts as the bridge wire and is assembled to the rubber pencil eraser support unit as previously described. The bridge wire unit is then inserted into the improvised blasting cap shell to complete the construction of the electrical blasting cap.



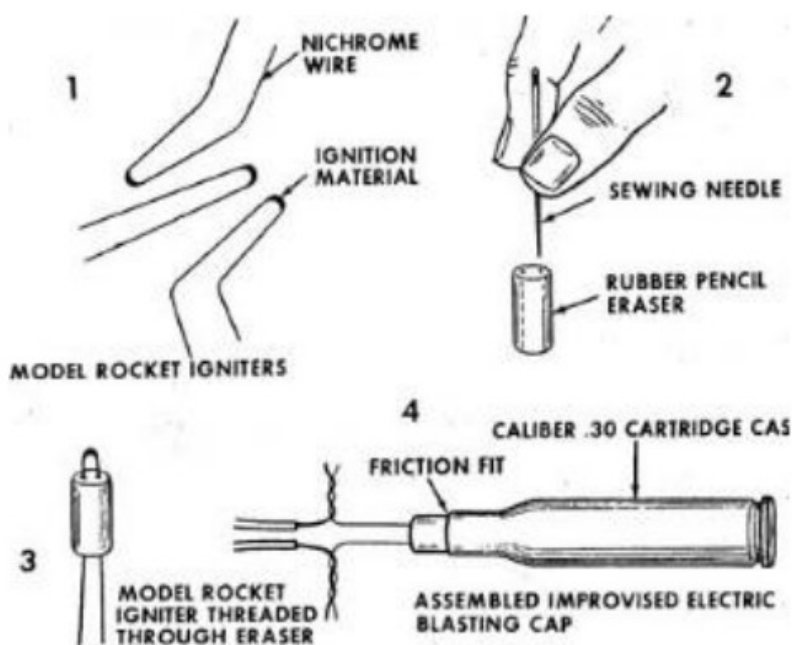
There are two primary disadvantages of this technique of construction. One is the fairly low resistance of the copper wire, as high resistance is desirable for heating. The second lies in the careful cutting away of the multi-strand wires to expose the single wire. The builders of these bridge wires frequently and unknowingly bend and break the single remaining strand of wire while assembling the wires to the support unit or inserting the unit into the cap shell. However, this system is still quite reliable.

## Model Rocket Igniter Bridge Wire Technique

Model rocketry is a growing hobby in the United States. Many hobby stores stock the model bodies, rocket motors, and accessories necessary to launch these rockets. One of the accessories commonly employed is a rocket motor igniter, which consists of a 3-inch length of fine chrome wire with an ignition composition in the center. These igniters, with their preassembled ignition compound, offer still another extremely simple method of manufacturing improvised electric blasting caps. In constructing this bridge wire unit, the

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rubber pencil eraser is once again employed as a support unit. In this case, however, a sewing needle is used to push two holes longitudinally, 1/8 inch apart, through the eraser. The nichrome wire legs of the model rocket igniter are threaded through the holes and attached to longer lengths of wire by soldering or twisting. By placing the bare nichrome wires through the eraser, the builder insures that the wires will not be electrically short-circuited against the metal blasting cap shell and that the bridge wire is correctly positioned in the ignition mixture after insertion into the cap shell.



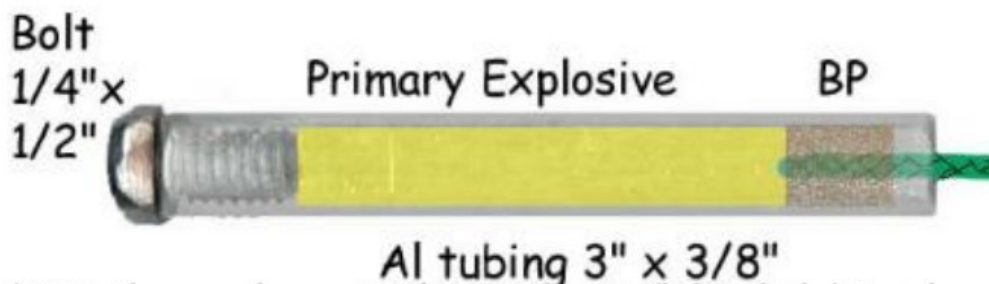
## Simple Fuse Cap Manufacture

Being totally realistic one cannot hope to produce a blasting cap comparable to commercial products. The precision of modern manufacturing can produce caps cheaply and safely. The actual loading process is a dangerous one, but can be made relatively safe by taking the precautions outlined in the processes below. The home producer, can however, manufacture a cap that will work 99% of the time. These "homemade" caps will detonate most of the high explosives that their commercial counterparts will.

Fuse caps are blasting caps that are fired by the flame from a safety fuse. This flame ignites the flash charge of loose black powder. This, in turn, ignites the primary explosive. This primary explosive makes the transition from burning (deflagration) to detonation. These caps can be loaded as a simple cap or a compound cap. The simple cap has only the flash charge and the primary explosive. The compound caps have both these ingredients plus a high explosive base charge. The compound caps are usually a good deal stronger due to the high explosive base charge. To manufacture these caps the explosives are simply pressed into the cap container. This container should be 1/4 inch in diameter (or larger) copper or aluminum

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tubing 1.25" long or a 5.56 mm NATO spent cartridge. The tubing can have one end sealed with a wooden plug or simply be crimped closed with a pair of pliers. The burr should be removed from the open end of the tubing. After removing this burr, these tubes would be ready to load with the explosive charges.



(NOTE: These are the caps I make. Cost 30 cents (bolt and tube). Just clamp the tubing (gently) in a vise and screw in the bolt into the tube. Then grind down the bolt to round off the edges.)

When using a 5.56 mm NATO spent case the primer would need to be removed. After this has been done the flash hole would need to be enlarged enough to accept the fuse. This could be accomplished with a hand drill or by using a nail. The cap case would then be ready to insert the fuse and load with the explosive charges. The copper or aluminum tubes would need the base charge to be pressed in first. This pressing should be done with a close fitting wooden dowel. This should also be done with the tube supported rigidly from underneath and surrounded with bags of sand to absorb the explosion, if necessary. Find in this section a drawing of a loading apparatus. This apparatus would be safe as the operator would be remote.

This press would be simple to make and would be highly recommended. Next the primary charge should be pressed into the tube. CAUTION: Primary explosives are very sensitive to friction and impact! Extreme care should be taken in this step of the procedure. A foul up here could be very dangerous!

After this primary charge is pressed a very small amount of black powder is placed on top of the primary charge. This will ensure the ignition of the primary charge. The fuse is then placed in the mouth of the filled tube so that the end contacts the black powder ignition charge. NOTE: Use only good quality safety fuse. Good fuse can be made by soaking cotton twine in a saturated solution of potassium chlorate. This, however, will not be as reliable and therefore not as safe.

A small wad of cotton is then pressed on top of the fuse and igniter charge so that the fuse can exit the tube on one side. This is then crimped with pliers. Care should be taken to ensure the primary explosive is not present in the area of the tube to be crimped, as this crimping with this primary in between the tube walls could very well cause the premature detonation of the cap. This cap would then be ready to use.

Simple caps can be loaded similarly with the deletion of the base charge in the loading. They can also be loaded into a .22 magnum spent cartridge case in a manner similar to the method

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above. These small caps will not be as powerful as the larger caps. Some of the primaries would not be suitable and all of the others would need their primary charge doubled for maximum performance.

The 5.56 mm cartridge case would be load is the exact opposite of the copper or aluminum tube caps. The fuse would be inserted into the case through the flash hole. The black powder ignition charge would then be place in the bottom of the case. The primary would then be placed in the bottom of the case. The primary would then be pressed into the case carefully and of course on top of that would be the base charge. After these were pressed into the case a small ball of cotton or paper would be pressed into the case to fill the remaining portion. Then the end of the case would be crimped with pliers to close the cap. This cap would then be ready to use.

1/4" aluminum or copper tube.  
Igniter: Black Powder .20 G

### PRIMARY:

HMTD .75 G

DDNP .50 G

Mercury Fulminate .75 G

Double Salts .75 G

Nitromannite .50 G

### BASE:

RDX 1.0 G

PETN 1.0 G

Picric Acid 1.0 G

TeNN 1.0 G

Nitromannite 1.0 G

MMAN (3/8" tubing) 3.0 G

Nitroguanidine 2.0 G

Tetryl 1.5 G

As you can see by the above chart the nitromannite is listed as both a primary and a base charge. The reason for this is, that while it is not actually a primary explosive, it tends to function as one. Nitromannite's use as a base charge makes use of the 8000+ M/sec. detonation velocity. This nitromannite is a very touchy substance with sensitivity approaching that of nitroglycerin. It would be best used as a last resort.

5.56 mm Empty cartridge case:

Igniter: Black powder .20 G

### PRIMARY:

HMTD .75 G

DDNP .50 G

Mercury Fulminate .75 G

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TACC 1.0 G  
Double Salts .75 G  
Lead Picrate 3.0 G  
Nitromannite .50 G  
TACN 4.5 G

### BASE:

PETN 1.0 G  
RDX 1.0 G  
Picric Acid 1.0 G  
TeNN 1.0 G  
Nitromannite 1.0 G  
Picric Acid 1.0 G  
Nitroguanidine 2.0 G  
MMAN (7.62case) 3.0 G  
Tetryl 1.5 G

TACC is listed here as a primary. This is given due to the ease of manufacture. This primary is stated in literature to detonate TNT. The need for a heavy wall thickness detonator capsule would limit this to 5.56 mm shell detonators or larger empty shells. The use of MMAN would require waterproofing the finished cap by dipping in molten wax or paraffin.

## Electric Blasting Cap Manufacture

Electric blasting caps offer a good deal more versatility to the blaster. This allows better and more remote blasting operations and the possibility for timed blasting applications are great but cannot offer the versatility of application. The electric blasting cap (EBC) can. EBC's are very simple in their function. Current is passed through the two wires leading from the cap. This current, due to resistance, heats a small "bridge wire" which in turn fires an ignition mixture. This, in turn, fires the primary explosive and base charge respectively. The problem with improvisation is finding a performing bridge wire which will give reliable performance. Earlier literature has stated that the "guts" from light bulbs will work. They will work but cannot be expected to resist corrosion produced by some situations and could not be expected to give stable reliable detonation instigation.

Take a spent 7.62 mm NATO case. with a small pin punch, nail or other small slender rigid object, reach into the case and knock out the fired primer. Enlarge the flash hole with a 1/8 inch diameter drill. Deburr this enlarged hole so that the wires passing through will not have their insulation cut by these burrs, and thus causing a dud. Pass two sections of 22 gauge insulated wire, twelve inches long, through the 1/8 inch hole so that they go completely through the case, and their ends are free of the case mouth. Strip 1/8 inch of the insulation off the wires protruding from the case mouth. Cut a 3/8 inch section of .01 inch "nichrome wire", which is available at any hobby store or from nearly any electronics supplier. Nichrome wire is the wire inside toasters and other appliances that gets hot when current is passed through it.

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Discarded appliances could be another source of this wire. This piece of nichrome wire is spliced into both of the wires at the case mouth. Splice the 22 gauge wires to both ends of the nichrome wire bridge. This splice can be formed by twisting the nichrome wire around the upper part of the stripped 22 gauge wire and the lower part of the 22 gauge wire bent up to form a loop. A drop of solder is placed on these splices to ensure a good circuit. Outside dimensions of this improvised "bridge wire" should not be greater than .28 inches. A small wooden support should then be placed above the junction of the bridge wire. This will help the improvised bridge resist deformation and breaks from loading the cap. This wooden support could be made of a wooden match stick cut to length. This support should be 1/4 inch or less in length, with the ends notched out for the 22 gauge wire. These wires should be glued on the support stick. This whole bridge wire unit should be narrow enough to allow it to be pulled inside the 7.62 mm case even with the priming mixture on it. The wires should be twisted together on the other side of the wooden support after the glue on the ends of the support stick have dried, securing the wires in place. These bridge wire units are now ready to have their igniter composition placed on them. We will give three different compositions for this.

#1:

- Match heads (ground damp with acetone) 50%
- Smokeless powder 50%

#2:

- Black powder (improvised will work) 50%
- Smokeless powder 50%

#3

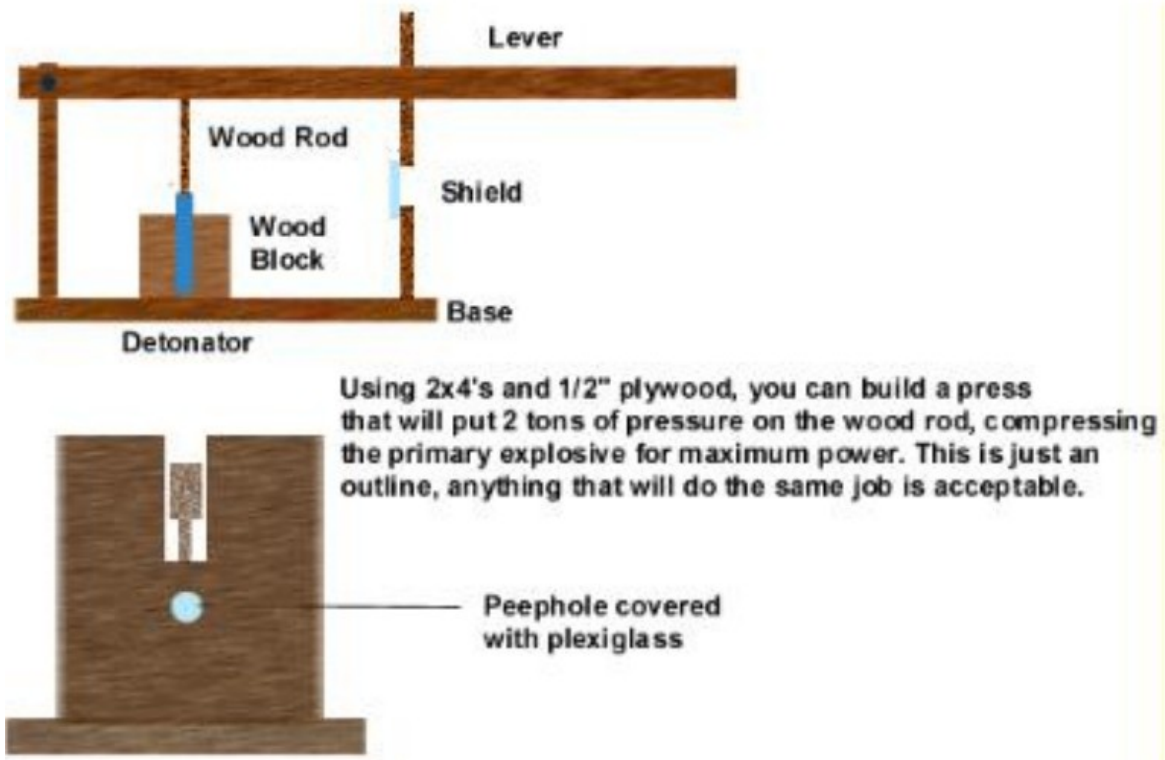
- Potassium Perchlorate 60%
- Sulfur 40%
- White glue (Elmer's) enough to form a pasty mass

The first two of these compositions should be used by mixing and slightly dampened with acetone. This will form a putty type mixture. This is pressed very gently around the bridge wire assembly. Remember, you have to get this back into the case, and when dry this priming mixture will be as hard as rock. It should also be said that great care should be taken to ensure the continuity of the circuit. This can and should be checked by using a OHM meter. Let these dry, and they are almost ready to load with explosives. You may want to test one of these before loading to see how they work. In tests, these bridge wires when used in ignition squibs, were 98% reliable. They are also sensitive to 2 "C" batteries or larger. Gently pull the bridge assembly into the case with the wires extended from the other side. When firmly in the case as far as possible, put several drops of "model airplane glue" in the recess where the spent primer was. This is allowed to dry. When dry, these are ready to load.

These are loaded with the same amounts of explosives as the fused caps so use the table in that section of this book to find the quantity to load. The only difference is the amount of black powder igniter used. Use 1/8 to 1/4 gram of black powder for the igniter charge. This is done to cushion the bridge wire when the primary and base explosives are pressed in. After the addition of the black powder igniter, tap the case to settle this charge. The primary explosive

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charge is very carefully pressed on top of the igniter charge with a wooden dowel and remotely if possible. Best results will be obtained with the press apparatus. See the drawing.



The base charge is then pressed on top of the primary charge. Check the circuits, one at a time, with a OHM meter from behind a barricade. Press cotton in the remaining part of the case, a crimp with cotton, in the part of the case that is being crimped. These can be water proofed by dipping the completed cap in hot wax for just long enough to immerse them completely. These caps are ready to use and will equal a #8 or #10 blasting cap.



## Fuses and Ignition

### Ignition Devices

There are many ways to ignite explosive devices. There is the classic "light the fuse, throw the bomb, and run" approach, and there are sensitive mercury switches, and many things in between. Generally, electrical detonation systems are safer than fuses, but there are times when fuses are more appropriate than electrical systems; it is difficult to carry an electrical detonation system into a stadium, for instance, without being caught. A device with a fuse or impact detonating fuse would be easier to hide.

### Fuse Ignition

The oldest form of explosive ignition, fuses are perhaps the favorite type of simple ignition system. By simply placing a piece of waterproof fuse in a device, one can have almost guaranteed ignition. Modern waterproof fuse is extremely reliable, burning at a rate of about 2.5 seconds to the inch. It is available as model rocketry fuse in most hobby shops, and costs about \$3.00 for a nine-foot length. Fuse is a popular ignition system for pipe bombers because of its simplicity. All that need be done is light it with a match or lighter. Of course, if the Army had fuses like this, then the grenade, which uses fuse ignition, would be very impractical. The following method describes how to prepare a fuse system which does not require the use of a match or lighter:

Materials:

- strike-on-cover type matches
- electrical tape or duct tape
- waterproof fuse

To determine the burn rate of a particular type of fuse, simply measure a 6 inch or longer piece of fuse and ignite it. With a stopwatch, press the start button the at the instant when the fuse lights, and stop the watch when the fuse reaches its end. Divide the time of burn by the length of fuse, and you have the burn rate of the fuse, in seconds per inch. This will be shown below:

Suppose an eight inch piece of fuse is burned, and its complete time of combustion is 20 seconds.

20 seconds

----- = 2.5 seconds per inch.

8 inches

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If a delay of 10 seconds was desired with this fuse, divide the desired time by the number of seconds per inch:

10 seconds

-----= 4 inches

2.5 seconds / inch

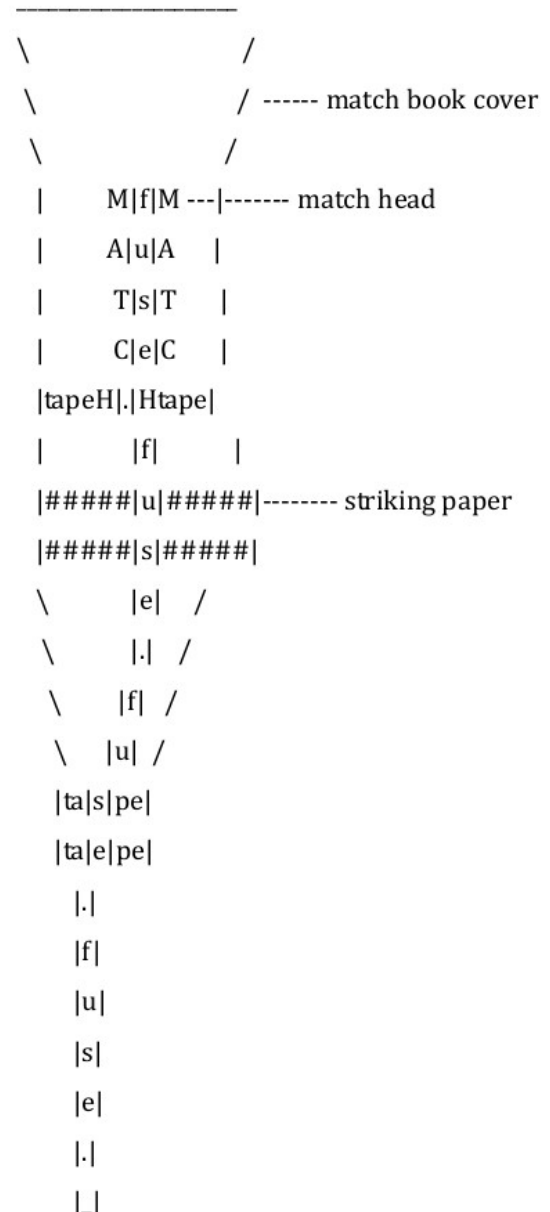
**NOTE: THE LENGTH OF FUSE HERE MEANS LENGTH OF FUSE TO THE POWDER. SOME FUSE, AT LEAST AN INCH, SHOULD BE INSIDE THE DEVICE. ALWAYS ADD THIS EXTRA INCH, AND PUT THIS EXTRA INCH AN INCH INTO THE DEVICE!!!**

After deciding how long a delay is desired before the explosive device is to go off, add about an inch to the premeasured amount of fuse, and cut it off. Carefully remove the cardboard matches from the paper match case. Do not pull off individual matches; keep all the matches attached to the cardboard base. Take one of the cardboard match sections, and leave the other one to make a second igniter.

Wrap the matches around the end of the fuse, with the heads of the matches touching the very end of the fuse. Tape them there securely, making sure not to put tape over the match heads. Make sure they are very secure by pulling on them at the base of the assembly. They should not be able to move.

Wrap the cover of the matches around the matches attached to the fuse, making sure that the striker paper is below the match heads and the striker faces the match heads. Tape the paper so that is fairly tight around the matches. Do not tape the cover of the striker to the fuse or to the matches. Leave enough of the match book to pull on for ignition.

The match book is wrapped around the matches, and is taped to itself. The matches are taped to the fuse. The striker will rub against the matchheads when the match book is pulled.



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When ready to use, simply pull on the match paper. It should pull the striking paper across the match heads with enough friction to light them. In turn, the burning matchheads will light the fuse, since it adjacent to the burning match heads.

More reliable methods of ignition are advised.

### Electrical Ignition

Electrical ignition systems for detonation are usually the safest and most reliable form of ignition. With an electrical system, one can control exactly what time a device will explode, within fractions of a second. The two best electrical igniters are military squibs and model rocketry igniters. Blasting caps for construction also work well. Model rocketry igniters are sold in packages of six, and cost about \$1.00 per pack. All that need be done to use them is connect it to two wires and run a current through them. Military squibs are difficult to get, but they are a little bit better, since they explode when a current is run through them, whereas rocketry igniters only burst into flame. Military squibs can be used to set off sensitive high explosives, such as R.D.X., or potassium chlorate mixed with petroleum jelly. Igniters can be used to set off black powder, mercury fulminate, or guncotton, which in turn, can set of a high order explosive.

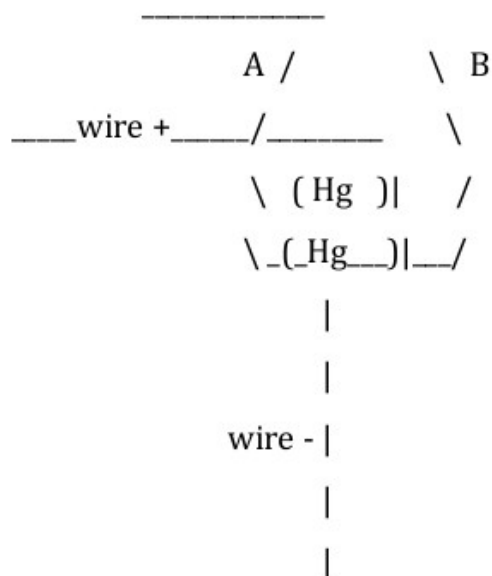
### Electro-mechanical Ignition

Electro-mechanical ignition systems are systems that use some type of mechanical switch to set off an explosive charge electrically. This type of switch is typically used in booby traps or other devices in which the person who places the bomb does not wish to be anywhere near the device when it explodes. Several types of electro-mechanical detonators will be discussed.

### Mercury Switches

Mercury switches are a switch that uses the fact that mercury metal conducts electricity, as do all metals, but mercury metal is a liquid at room temperatures. A typical mercury switch is a sealed glass tube with two electrodes and a bead of mercury metal. It is sealed because of mercury's nasty habit of giving off brain-damaging vapors. The diagram below may help to explain a mercury switch.

When the drop of mercury ("Hg" is mercury's atomic symbol) touches both contacts, current flows through



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the switch. If this particular switch was in its present position, A---B, current would be flowing, since the mercury can touch both contacts in the horizontal position. If, however, it was in the | position, the drop of mercury would only touch the + contact on the A side. Current, then couldn't flow, since mercury does not reach both contacts when the switch is in the vertical position. This type of switch is ideal to place by a door. If it were placed in the path of a swinging door in the vertical position, the motion of the door would knock the switch down, if it was held to the ground by a piece of tape. This would tilt the switch into the vertical position, causing the mercury to touch both contacts, allowing current to flow through the mercury, and to the igniter or squib in an explosive device. Imagine opening a door and having it slammed in your face by an explosion.

### **Radio Control Detonators**

In the movies, everyone uses a radio controlled detonator to set off explosives. With a good radio detonator, one can be several miles away from the device, and still control exactly when it explodes, in much the same way as an electrical switch. The problem with radio detonators is that they are rather costly. However, there could possibly be a reason that someone would wish to spend the amounts of money involved with a RC (radio control) system and use it as a detonator. If such an individual wanted to devise an RC detonator, all he would need to do is visit the local hobby store or toy store, and buy a radio controlled toy. Taking it back to his/her abode, all that he/she would have to do is detach the solenoid/motor that controls the motion of the front wheels of a RC car, or detach the solenoid/motor of the elevators/rudder of a RC plane, or the rudder of a RC boat, and re-connect the squib or rocket engine igniter to the contacts for the solenoid/motor. The device should be tested several times with squibs or igniters, and fully charged batteries should be in both the controller and the receiver (the part that used to move parts before the device became a detonator).

## **Delays**

A delay is a device which causes time to pass from when a device is set up to the time that it explodes. A regular fuse is a delay, but it would cost quite a bit to have a 24 hour delay with a fuse. This section deals with the different types of delays that can be employed by a terrorist who wishes to be sure that his bomb will go off, but wants to be out of the country when it does.

### **Fuse Delays**

It is extremely simple to delay explosive devices that employ fuses for ignition. Perhaps the simplest way to do so is with a cigarette. An average cigarette burns for about 8 minutes. The

## SS Combat Manual

higher the "tar" and nicotine rating, the slower the cigarette burns. Low "tar" and nicotine cigarettes burn quicker than the higher "tar" and nicotine cigarettes, but they are also less likely to go out if left unattended, i.e. not smoked. Depending on the wind or draft in a given place, a high "tar" cigarette is better for delaying the ignition of a fuse, but there must be enough wind or draft to give the cigarette enough oxygen to burn. People who use cigarettes for the purpose of delaying fuses will often test the cigarettes that they plan to use in advance to make sure they stay lit and to see how long it will burn. Once a cigarette burn rate is determined, it is a simple matter of carefully putting a hole all the way through a cigarette with a toothpick at the point desired, and pushing the fuse for a device in the hole formed.

A similar type of device can be made from powdered charcoal and a sheet of paper. Simply roll the sheet of paper into a thin tube, and fill it with powdered charcoal. Punch a hole in it at the desired location, and insert a fuse. Both ends must be glued closed, and one end of the delay must be doused with lighter fluid before it is lit. Or, a small charge of gunpowder mixed with powdered charcoal could conceivably be used for igniting such a delay. A chain of charcoal briquettes can be used as a delay by merely lining up a few bricks of charcoal so that they touch each other, end on end, and lighting the first brick. Incense, which can be purchased at almost any novelty or party supply store, can also be used as a fairly reliable delay. By wrapping the fuse about the end of an incense stick, delays of up to 1/2 an hour are possible.

Finally, it is possible to make a relatively slow-burning fuse in the home. By dissolving about one teaspoon of black powder in about 1/4 a cup of boiling water, and, while it is still hot, soaking in it a long piece of all cotton string, a slow-burning fuse can be made. After the soaked string dries, it must then be tied to the fuse of an explosive device. Sometimes, the end of the slow burning fuse that meets the normal fuse has a charge of black powder or gunpowder at the intersection point to insure ignition, since the slow-burning fuse does not burn at a very high temperature. A similar type of slow fuse can be made by taking the above mixture of boiling water and black powder and pouring it on a long piece of toilet paper. The wet toilet paper is then gently twisted up so that it resembles a firecracker fuse, and is allowed to dry.

### Timer Delays

Timer delays, or "time bombs" are usually employed by an individual who wishes to threaten a place with a bomb and demand money to reveal its location and means to disarm it. Such a device could be placed in any populated place if it were concealed properly. However, negotiation with Law Enforcement does not work, so it is not recommended to make such a threat.

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There are several ways to build a timer delay. By simply using a screw as one contact at the time that detonation is desired, and using the hour hand of a clock as the other contact, a simple timer can be made. The minute hand of a clock should be removed, unless a delay of less than an hour is desired.

The main disadvantage with this type of timer is that it can only be set for a maximum time of 12 hours. If an electronic timer is used, such as that in an electronic clock, then delays of up to 24 hours are possible. By removing the speaker from an electronic clock, and attaching the wires of a squib or igniter to them, a timer with a delay of up to 24 hours can be made. All that one has to do is set the alarm time of the clock to the desired time, connect the leads, and go away. This could also be done with an electronic watch, if a larger battery were used, and the current to the speaker of the watch was stepped up via a transformer. This would be good, since such a timer could be extremely small. The timer in a VCR (Video Cassette Recorder) would be ideal. VCR's can usually be set for times of up to a week. The leads from the timer to the recording equipment would be the ones that an igniter or squib would be connected to. Also, one can buy timers from electronics stores that would work well. Finally, one could employ a digital watch, and use a relay, or electro-magnetic switch to fire the igniter, and the current of the watch would not have to be stepped up.

## Slow Burning Fuse (2 in. per minute approx.)

Materials needed:

- cotton string or 3 shoelaces
- potassium nitrate or potassium chlorate
- granulated sugar

Procedure:

1. Wash the cotton string or shoelaces in HOT soapy water, then rinse with fresh water.
2. mix the following together in a glass bowl:
  - 1 part potassium nitrate or potassium chlorate 1 part granulated sugar
  - 2 parts hot water
3. Soak strings or shoelaces in this solution.
4. Twist/braid 3 strands together and allow them to dry.
5. Check burn rate to see how long it actually takes.

Note: the few inches of this fuse to be inserted into the explosive device must be coated with a black-powder paste to ensure its reliability.

## Fast Burning Fuse (40 in. per minute)

Materials needed:

- soft cotton string
- fine black powder
- shallow dish or pan

Procedure:

1. moisten powder to form a paste
2. twist/braid 3 strands of cotton together
3. rub paste into string and allow to dry
4. check burn rate

## Electrical Igniters

Materials:

- pack of 100 silicon diodes
- pack of matches
- 1 candle

Procedure:

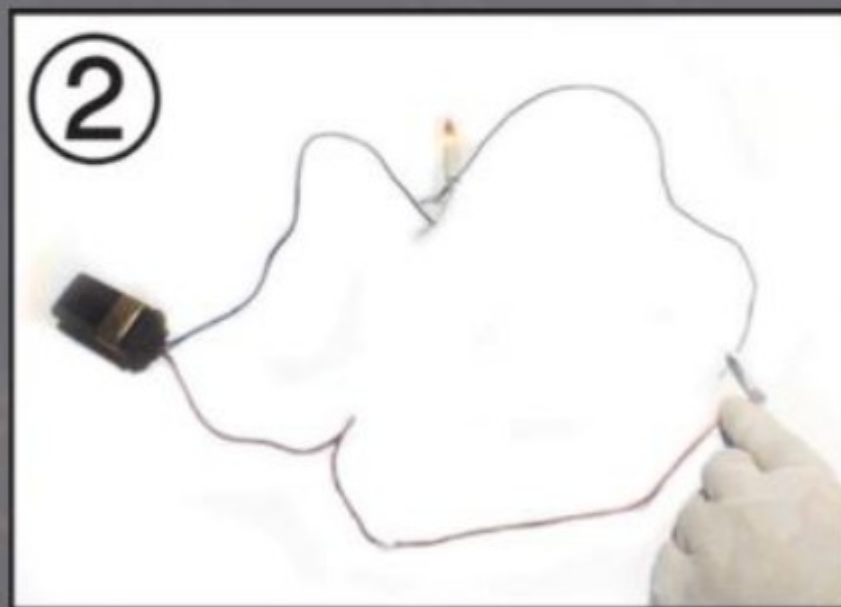
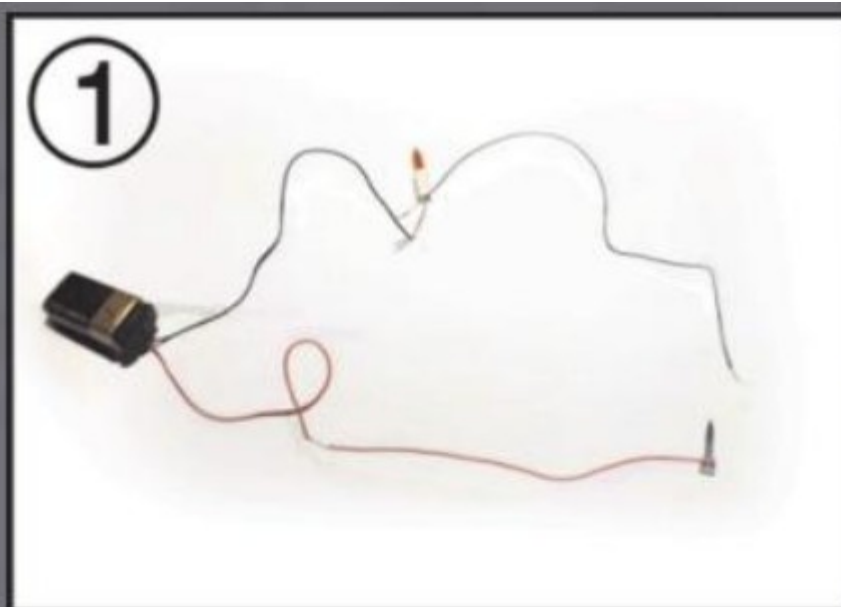
1. Light the candle and allow a large pool of molten wax to form in the top.
2. Take a single match and hold the glass part of a single diode against the head, bend the wires around the head so that one wraps in an upward direction and then sticks out to the side. Do the same with the other wire, but in a down ward direction. The diode should now be hugging the match head, but its wires **MUST NOT TOUCH EACH OTHER!**
3. Dip the match head in wax to give it a water-proof coat (these work under water)
4. Repeat steps 1 - 3 to make as many as you want

How to use:

When these little dudes are hooked across a 6vDC battery, the diode reaches what is called break-down voltage. When most electrical components reach this voltage, they usually produce great amounts of heat and light, while quickly melting into a little blob. This heat is enough to ignite a match head. These are recommended for use under water, where most other igniters refuse to work.

## Timer using a clock

The following simple timed bomb ignition system is designed for explosives which are concealed. Consider adding a booby trap (be creative) in order to complicate and slow down the defusing process should it be discovered.



We have chosen for you the timed circuit as it is simple. We set up a circuit which is composed of:

- A 9V battery.
- A wire connected to the "+" of the battery and a nail (the red wire)
- A wire connected to the "-" of the battery and a test lamp (the black wire). Note: you may use any small lamp here. Take notice that this is not the lamp we filled before with the inflammable substance.
- We connect from the other pole of the lamp a green wire. When this wire touches the nail the circuit is closed and the lamp should light.

Note: the colors of the wires here are for demonstration purposes.



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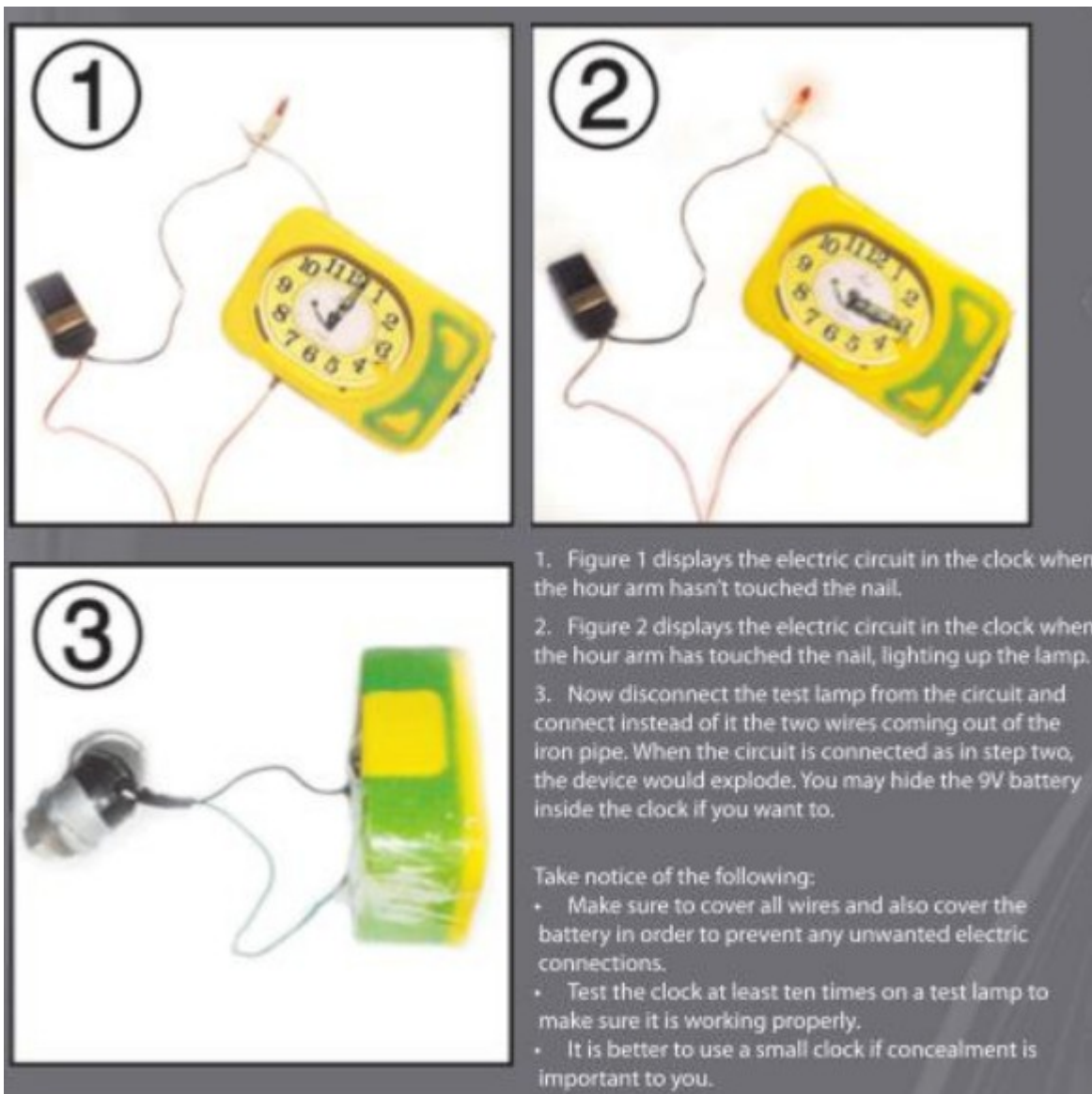
### Setting the Clock:

1. Connect the green wire which is connected to the lamp to one of the clock arms.
2. Insert the nail into the clock face. This way when the arm of the clock moves it will touch the nail and the lamp would light.

### Steps for setting up the clock:



1. Disassemble the clock.
2. If you want to set up the explosion to occur within an hour, cut off the arms of the clock except for the minutes arm. If you want more than an hour, you cut off all arms except for the hour arm.
3. Make a hole in the face of the clock to insert the nail.
4. Insert the nail through the hole and connect the green wire to the hour arm. Make another hole if necessary for the green wire.



## Remote Control Detonation system

There are two reliable and simple approaches to a remote controlled detonation system: using an remotely activated alarm, and using a communications device such as a phone. The advantage of a phone or radio receiver is that it may be dialed from great distances, but the circuitry is far more complex and there is the low possibility that a telemarketer or radio enthusiast detonates your device prematurely.

### REQUIRED COMPONENTS

The following comes in the box:

- remote
- receiver
- alarm speaker's wire

The following is separate:

- one or more 9V batteries
- 9V battery connector w/wires
- lamp light
- pliers
- screwdriver
- washing machine timer
- duct tape
- digital multimeter

### REMEMBER



It is important to remember that we are using an alarm device for a motorcycle. If you use a car's alarm, you may or may not be able to follow our directions precisely depending on what you buy. The benefit in using the motorcycle alarm is that it is cheaper in contrast to the car alarm which is more expensive but has a greater range.

Detonating your explosive device can be done using many methods. In the first issue of *Inspire*, the AQ Chef discussed detonation by way of a clock. That is, you set the time on a clock, which is wired up to the bomb. When the time you chose is hit by the hour hand, the bomb detonates. This is ideal if you are trying to get as far away as possible from the scene. Its downside is that it is completely oblivious to the situation on the ground that may require an immediate or delayed detonation. The evident solution to that is to make the human being in control of the timing. In this section, we will explore how to make your own remote detonation device.

For the experiment, we purchased a motorcycle alarm set that is in the price range of fifteen to thirty dollars.

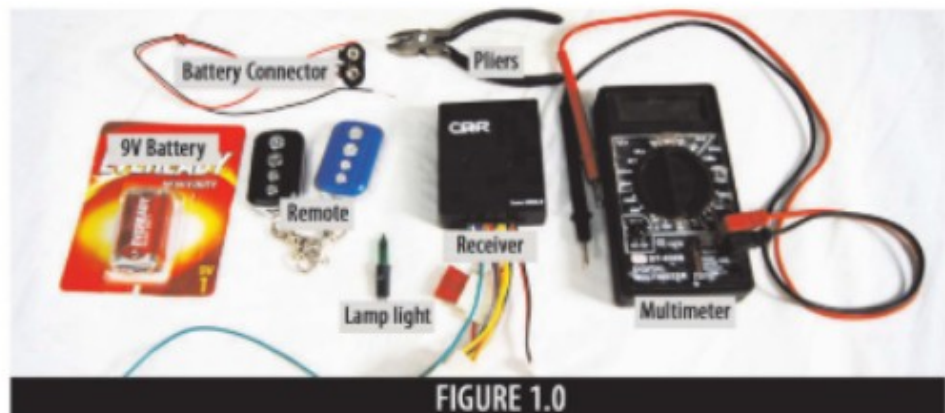
What you will need for this experiment is the remote, the receiver, alarm speaker's wire, one 9V battery or more depending on your need, a 9V battery connector, a small lamp light, pliers, screwdriver, washing machine timer, duct tape and a digital multimeter. The use of the washing machine timer is recommended. Its main purpose is to provide safety on the receiver. We will be discussing this in later steps.

### Preparation:

1. Take the alarm speaker and clip the wires off of it. Then do the same for the receiver wires that connect to the alarm speaker as seen in Figure 1.2 on the following page. This will leave you with the two wires. Strip the coating of the wires ends using the pliers. Keep them aside for now.

**FIGURE 1.0**

Displayed are some of the essential components of this experiment.





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### A LITTLE SCIENCE



The two yellow wires should be the wires for the amp connection. If this is not the case for you, then after cutting the wires from the plastic connection as in Step 2, you strip the coating off of them and test out which one of them has a voltage (through the use of the multimeter). When you find those two wires, you will use them to connect to the lamp.

### IMPORTANT



Throughout the remainder of the instructions, the **positive (+)** is in reference to the **red wire** whereas the **negative (-)** is in reference to the **black wire**.

### FYI

FIGURE 1.7



In the manuals of three remote control sets that we possess, we always found that the two wires with the same color are the ones we needed and according to the manuals, these were to be connected to the right and left signals of the car or motorcycle.



FIGURE 1.1



FIGURE 1.2



FIGURE 1.3



FIGURE 1.4



FIGURE 1.5



FIGURE 1.6

2. Cut all the wires from the plastic connections that are attached as seen in Figure 1.4.

3. Figure 1.5 shows the **red wire** going through the plastic connection; this is the **positive (+)**. Inside the plastic connection is a fuse that we won't be using, so proceed with cutting it out as seen in Figure 1.6.

4. Figure 1.7 below displays two yellow wires. If they are not yellow in your set, then know that the two wires with the same color are usually the ones you need. Obviously you would need to test to verify that this is the case because different makers of remote controls could have different specs.



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### SHOPPING TIP



When you purchase a battery connector, it should come with a short wire of **positive (+)** and **negative (-)**. Buying an extension for it might help in tidying up the final

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As seen above, in the first image there is a problem in the wire so the multimeter displays a number. If it is fine like in the second image, the displayed number will change.



FIGURE 1.8



FIGURE 1.9



FIGURE 2.0



FIGURE 2.1

5. After confirming which wires are needed, cut off the rest as seen in Figure 1.8. Make sure to leave the antenna intact since it is the wireless signal to your remote. The antenna in this remote is the green wire. In other remotes it could be a rod instead of a wire.

6. Wrap duct tape around the tips of the wires.

7. Remove the coating from the wires and twist them as seen in Figure 2.0.

8. Cut the 9V battery connection as shown in Figure 2.1.

9. We will now incorporate the battery connector into our steps and connect with the receiver. Do that by wrapping the **positive (+)** of the battery connector to the **positive (+)** of the receiver. Then wrap the **negative (-)** of the battery connector to the **negative (-)** of the receiver as seen in Figures 2.2 and 2.3.



FIGURE 2.2



FIGURE 2.3



## SS Combat Manual



FIGURE 2.4



FIGURE 2.5



FIGURE 2.6



**A LITTLE SCIENCE**

The benefit of using both yellow wires is two-fold. Firstly, it will give the circuit more voltage. Secondly, if one of the wires is defective, the other would suffice.



**REMEMBER**

We have used a lamp here for testing purposes. After testing it, the detonator takes its place.

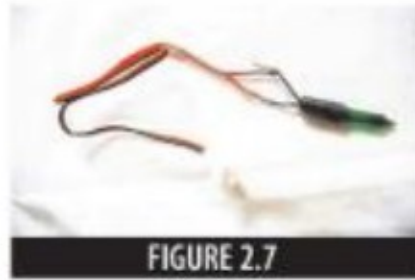


FIGURE 2.7

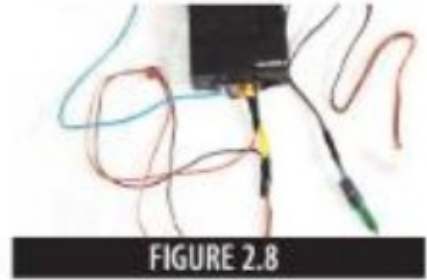


FIGURE 2.8

10. As shown in Figure 2.4 for the plastic connection that we had previously cut from the receiver, wrap one of the wires (it doesn't matter which one) of it to the negative (-) of the battery connector and the negative (-) of the receiver. That way, the negative (-) coming from the plastic connection is connected to both the battery connector and receiver as seen in Figure 2.5. Then with the other wire from the plastic connection, wrap it with either one of the yellow wires as shown in Figure 2.6 or with both.

11. Wrap the wires from the alarm speaker that we had earlier cut off with the lamp light as seen in Figure 2.7.

12. Figure 2.8 shows duct tape wrapped on all the exposed wires.

13. Connect the male plastic connection from the receiver to the female plastic connection from the lamp light as shown in Figure 2.9 below.

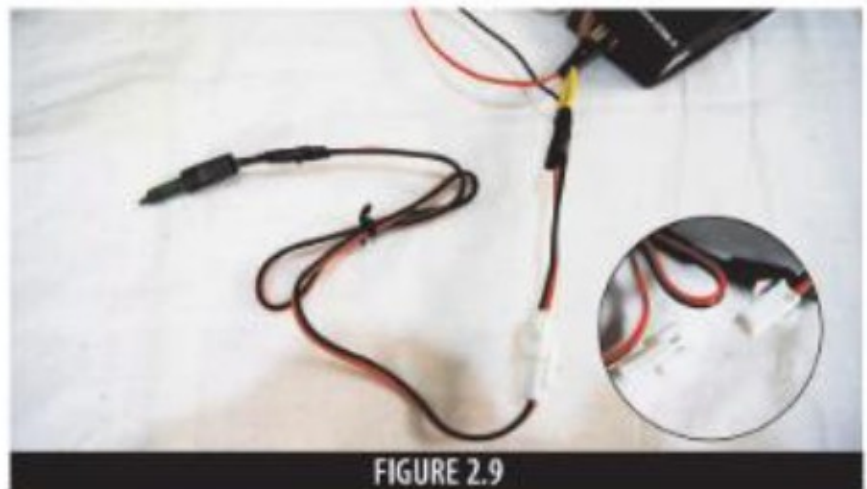


FIGURE 2.9

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### HINT



To use more than three batteries, purchase a few more battery connectors. The wires will be going in the same place as before (i.e., **positive (+)** with **positive (+)**) and vice versa. The purpose of increasing the voltage is because if the detonator requires more amps, the extra batteries would facilitate that. A military detonator requires more amps (approx. 0.5amp) than a homemade one.

### SHOPPING TIP



The model shown above has an antenna on the remote and receiver. The antenna strengthens the range giving it approximately 150 meters in the open.

### A LITTLE SCIENCE



The multimeter or voltmeter helps in discovering any defects in the circuit. Hook it up in replacement of the lamplight to test the circuit. You need to place the dial as shown in the zoomed image above. If you want to test the batteries, then move the dial to 20 DCV.

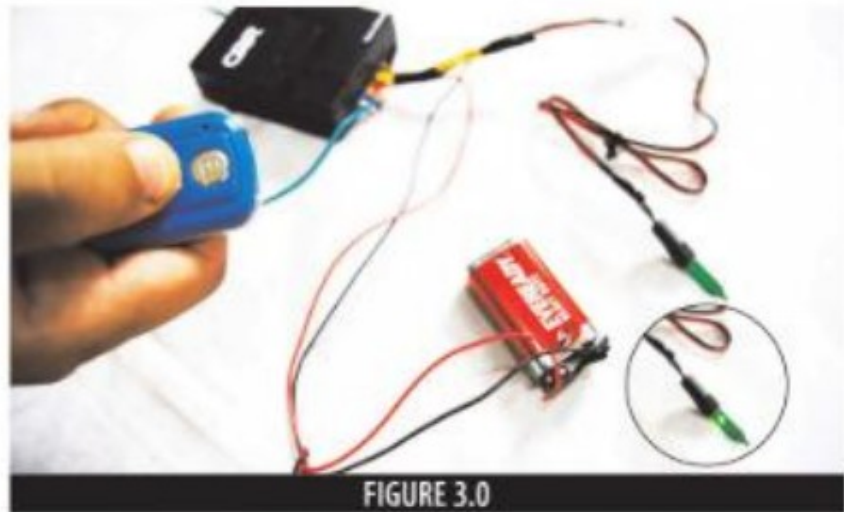


FIGURE 3.0



FIGURE 3.1

14. Connect the battery connector to the 9V battery. Press the unlock button on the remote for testing. If the connection is right, the lamp will light as shown in Figure 3.0.

15. To increase the voltage, increase the number of batteries. Figure 3.1 shows how to use three batteries. Use duct tape to ensure the stability of the batteries. When testing, notice the difference in the light between Figures 3.0 and 3.1. This ends the general assembly of the remote control detonation. It is now ready for use but there are further steps to take for the purposes of safety and ease.

### Removing extra buttons:

To prevent accidental pressing of the buttons thus causing an unwanted detonation, then follow the images shown below. Unscrew the remote, remove all buttons except the unlocking one, and do the same for the buttons on the circuit board.

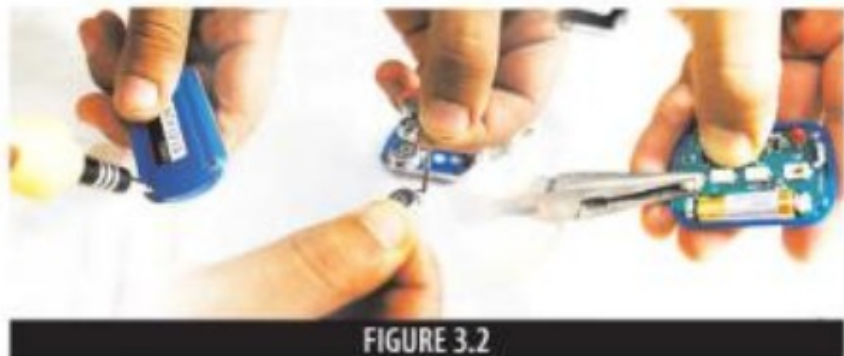


FIGURE 3.2



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### A LITTLE SCIENCE



The safety that the washing machine timer provides is only when the remote in your hand is the cause of detonation. The timer acts as a safety since it is what makes and breaks the circuit. When the metal rod is turned on the timer and hits the nail – which has a wire going to the receiver – it will not detonate until you press the unlock button on the remote. The timer is one of the ways in which a safety mechanism could be added to this remote control assembly. It provides safety while assembling the IED and disassembling it.

#### HINT

If you want the timer to act as the cause of detonation and not the remote, then you will remove the receiver and the two wires coming out from the timer which were going to the receiver and place it towards the detonator instead. That way, when the metal rod on the timer is turned and hits the nail, it will immediately explode. When assembling the IED, connect the detonator to the two wires that were going to the receiver and then turn the knob to the end, connect the battery and immediately leave.

#### IMPORTANT



Bombs can explode accidentally when there is no timer involved. Friction can be enough to detonate the device.



FIGURE 3.3



FIGURE 3.4

#### Using a washing machine timer:

A washing machine timer is used for safety on the receiver; it is what keeps the circuit connected and disconnected. It can also take the place of the remote and act as a timer for detonation. The timers shown in Figure 3.3 give a five-minute delay.

#### Preparation:

1. Screw a nail into the timer as shown in Figure 3.4.
2. The yellow wire that is going from the battery connector to the receiver is cut in the middle. One end of the wire is connected to the screw and the other is connected the metal rod protruding from the knob. The timer in this configuration serves as a terminator of the circuit. Refer to Figure 3.5 below.
3. Connect the wires as shown in Figure 3.5 (white is negative (-) and yellow is positive (+)). Notice that the cut must be in the positive (+). That is because the negative (-) charge could be delivered by a multitude of objects – such as friction – and this could cause accidental detonation. Therefore it should be wrapped with duct tape.

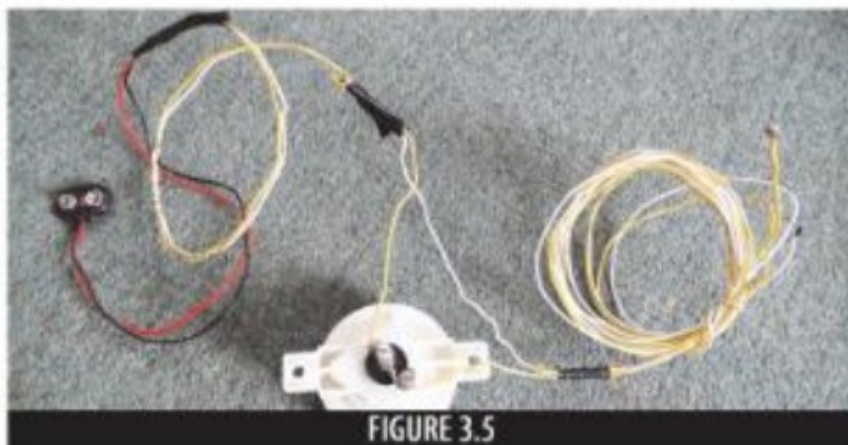


FIGURE 3.5



## SS Combat Manual

### HINT



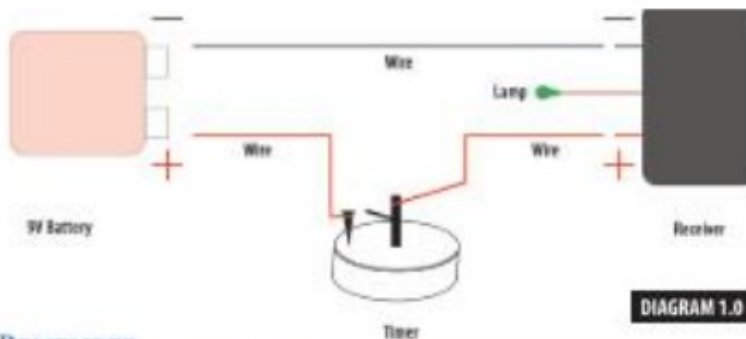
If you are assembling the bomb far away from the target, hook a small wire in the timer and around the metal rod to stop it from turning. When you reach the target, simply remove the wire and the timer will continue ticking.

### ADVICE

- Follow the instructions carefully in the explosives field. The first mistake can be the last.
- In case the lamp doesn't turn on or you do not get a reading on the multimeter, then keep the wires that are connected to the negative (-) of the battery connector and the negative (-) of the receiver as they are and then test every other wire on the receiver by connecting it to the other end of the lamp or the multimeter.
- If the connections are right, the multimeter should show a reading of the voltage when pressing the unlock button on the remote control. It also depends on the battery you are using; so if you are using a 9V battery the reading should be close to 9V.



- For safety precautions, do not hook up your detonator with an analog multimeter or voltmeter. Because the current goes out of non-digital types, it will explode the detonator as we've tested. If, however, you hook up a digital multimeter with the detonator, it will be safe.
- Some remote sets come with two remotes; destroy one of them for safety precautions since it's possible that someone might press the button accidentally, causing a detonation.
- If you are concealing the bomb, make sure to have part of the receiver's antenna sticking out.
- Finally, the safest thing to do is to connect the battery just before placing the bomb in the place of target.



### REMEMBER



In Diagram 1.0 above, the **positive (+)** of the battery is connected to the screw while the **positive (+)** of the receiver is connected to the metal rod. The **negative (-)** of the battery is connected directly to the **negative (-)** of the receiver.

### Steps for using the timer with an Improvised Explosive Device (IED):

#### When placing the timer with the IED at the place of destination:

- a. Connect the detonator to the receiver (in place of the lamp).
- b. Turn the knob on the timer to the time needed.
- c. Connect the battery.
- d. Place the detonator in the IED, situate it at the place of target and walk away.
- e. When the time set on the timer is over, you are now ready to detonate the device using the remote.

#### If you need to disassemble the IED from its location follow these steps:

- a. Turn the metal rod on the timer in order to disconnect the circuit.
- b. Disconnect the battery and the detonator.

### OUR TEST



In this experiment, the was about 70 meters away from the bomb in an open area. The city is not an open area so be within sight.



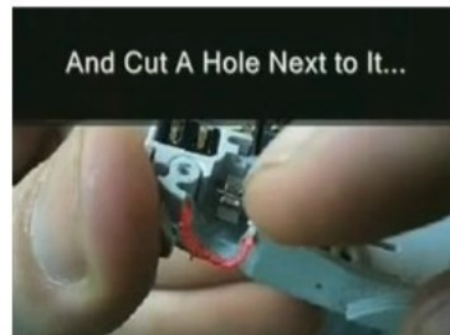
## Cell Phone Detonator



### CELL PHONE DETONATOR

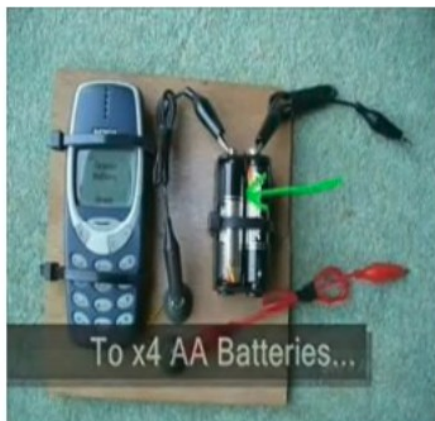


<http://goo.gl/A5AJZ>





## SS Combat Manual



# Bombs

## Metal Containers

The classic pipe bomb is the best known example of a metal-contained explosive. Idiot anarchists take white tipped matches and cut off the matchheads. They pound one end of a pipe closed with a hammer, pour in the whitetipped matches, and then pound the other end closed. This process often kills the fool, since when he pounds the pipe closed, he could very easily cause enough friction between the match heads to cause them to ignite and explode the unfinished bomb. By using pipe caps, the process is somewhat safer, and the less stupid anarchist would never use white tipped matches in a bomb. He would buy two pipe caps and threaded pipe (fig. 1). First, he would drill a hole in one pipe cap, and put a fuse in it so that it will not come out, and so powder will not escape during handling. The fuse would be at least 3/4 an inch long inside the bomb. He would then screw the cap with the fuse in it on tightly, possibly putting a drop of super glue on it to hold it tight. He would then pour his explosive powder in the bomb. To pack it tightly, he would take a large wad of tissue paper and, after filling the pipe to the very top, pack the powder down, by using the paper as a ramrod tip, and pushing it with a pencil or other wide ended object, until it would not move any further. Finally, he would screw the other pipe cap on, and glue it. The tissue paper would help prevent some of the powder from being caught in the threads of the pipe or pipe cap from being crushed and subject to friction, which might ignite the powder, causing an explosion during manufacture. An assembled bomb is presented in fig. 2.

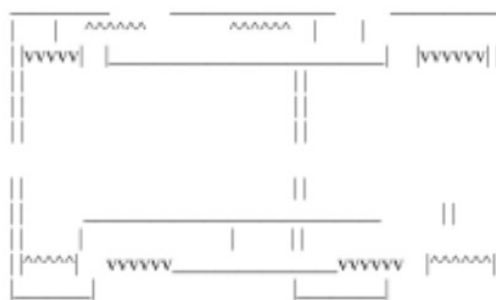


fig 1. Threaded pipe and endcaps.

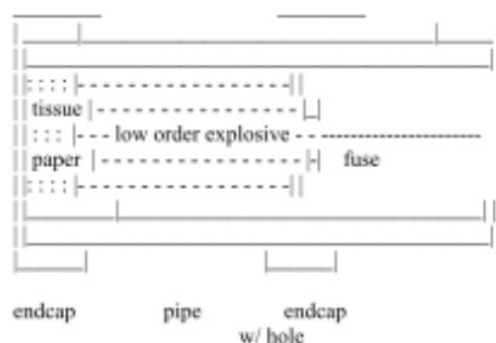


fig. 2 Assembled pipe bomb.

If, however, you do not have access to a threaded pipe with endcaps you could use a piece of copper or aluminum pipe, since it is easily bent into a suitable position. A major problem with copper piping, however, is bending and folding it without tearing it; if too much force is used when folding and bending copper pipe, it will split along the fold. The safest method for making a pipe bomb out of copper or aluminum pipe is similar to the method with pipe and endcaps.

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First, one flattens one end of a copper or aluminum pipe carefully, making sure not to tear or rip the piping. Then, the flat end of the pipe should be folded over at least once, if this does not rip the pipe. A fuse hole should be drilled in the pipe near the now closed end, and the fuse should be inserted. Next, the bomb-builder would fill the bomb with a low order explosive, and pack it with a large wad of tissue paper. He would then flatten and fold the other end of the pipe with a pair of pliers. If he was not too dumb, he would do this slowly, since the process of folding and bending metal gives off heat, which could set off the explosive. A diagram is presented below:



fig. 2 pipe with one end flattened and folded up (top view)

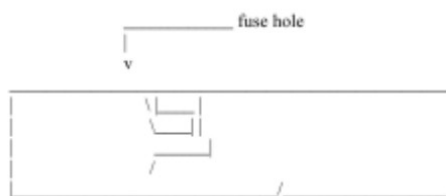


fig. 3 pipe with flattened and folded end (side view)

A CO2 cartridge from a B.B gun is another excellent container for a low-order explosive. It has one minor disadvantage: it is time consuming to fill. But this can be rectified by widening the opening of the cartridge with a pointed tool. Then, all that would have to be done is to fill the CO2 cartridge with any low-order explosive, or any of the fast burning fueloxidizer mixtures, and insert a fuse. A

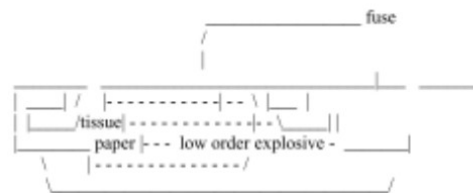
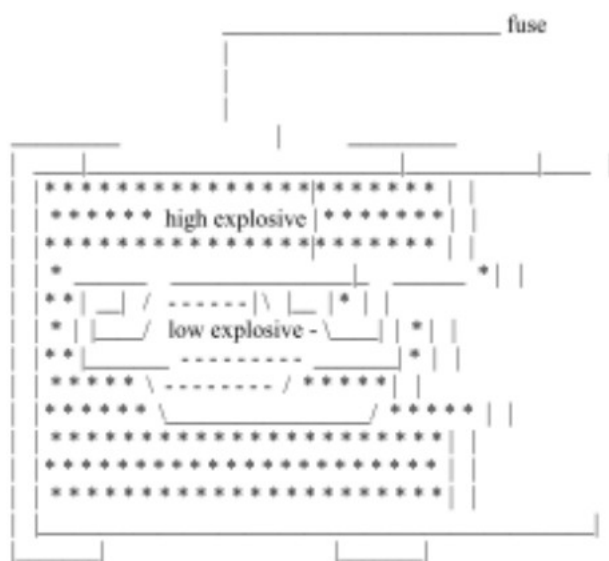


fig. 4 completed bomb, showing tissue paper packing and explosive (side view)

CO2 cartridge also works well as a container for a thermite incendiary device, but it must be modified. The opening in the end must be widened, so that the ignition mixture, such as powdered magnesium, does not explode. The fuse will ignite the powdered magnesium, which, in turn, would ignite the thermite. The previously mentioned designs for explosive devices are fine for low-order explosives, but are unsuitable for high-order explosives, since the latter requires a shockwave to be detonated. A design employing a smaller low-order explosive device inside a larger device containing a high-order explosive would probably be used. It would look something like: If the large high explosive container is small, such as a CO2 cartridge,



then a segment of a hollow radio antenna can be made into a low-order pipe bomb, which can be fitted with a fuse, and inserted into the CO2 cartridge.

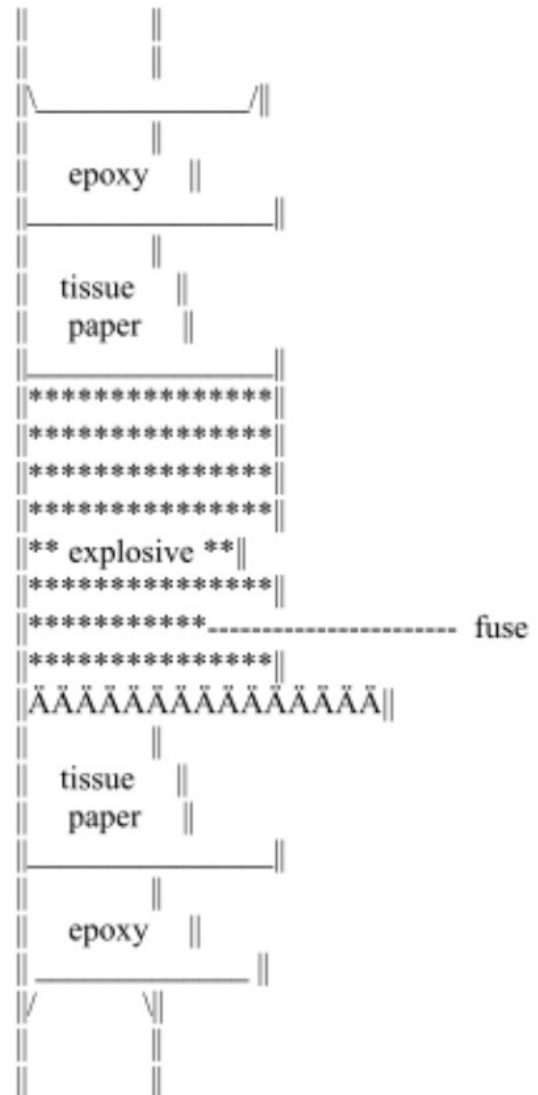
## Plastic Containers

Plastic containers are perhaps the best containers for explosives, since they can be any size or shape, and are not fragile like glass. Plastic piping can be bought at hardware or plumbing stores, and a device much like the ones used for metal containers can be made. The high-order version works well with plastic piping. If the entire device is made out of plastic, it is not detectable by metal detectors. Plastic containers can usually be shaped by heating the container, and bending it at the appropriate place. They can be glued closed with epoxy or other cement for plastics. Epoxy alone can be used as an endcap, if a wad of tissue paper is placed in the piping. Epoxy with a drying agent works best in this type of device. One end must be made first, and be allowed to dry completely before the device can be filled with powder and fused. Then, with another piece of tissue paper, pack the powder tightly, and cover it with plenty of epoxy. PVC pipe works well for this type of device, but it cannot be used if the pipe had an inside diameter greater than 3/4 of an inch. Other plastic putties can be used in this type of device, but epoxy with a drying agent works best.

The techniques presented here are those that could be used by a person who had some degree of knowledge of the use of explosives. Some of this information comes from demolitions books, or from military handbooks. Advanced uses for explosives usually involved shaped charges, or utilize a minimum amount of explosive to do a maximum amount of damage. They almost always involve high order explosives.

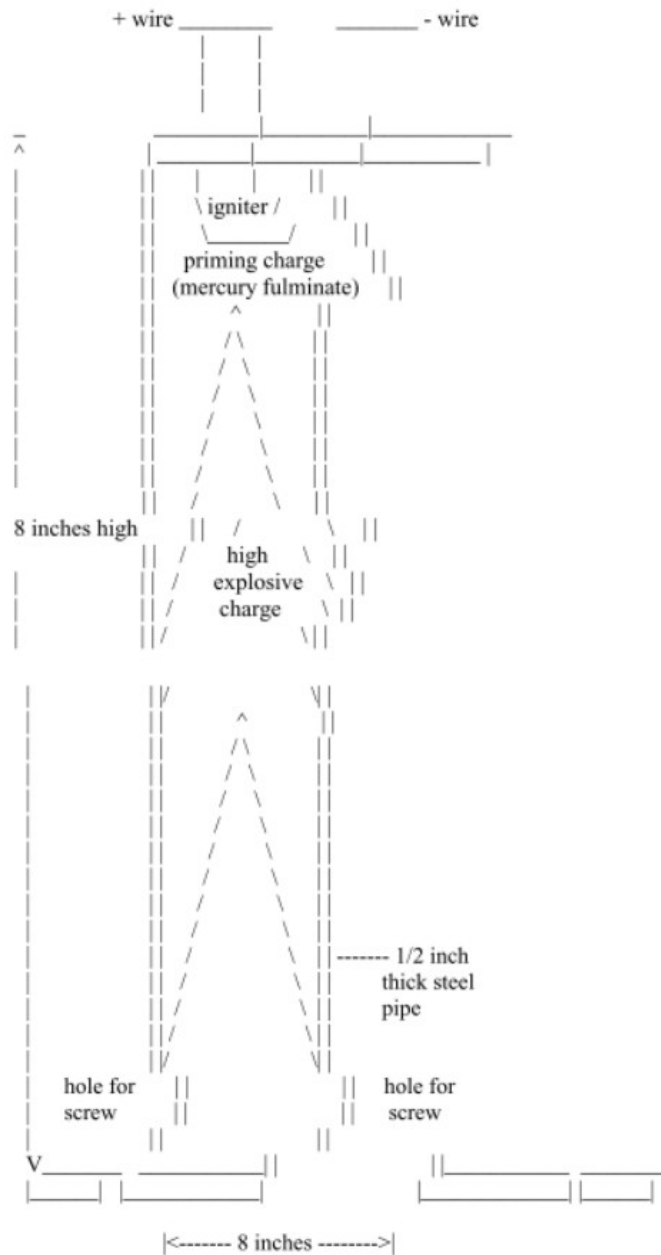
## Shaped Charges

A shaped charge is an explosive device that, upon detonation, directs the explosive force of detonation at a small target area. This process can be used to breach the strongest armor,



## SS Combat Manual

since forces of literally millions of pounds of pressure per square inch can be generated. Shaped charges employ high-order explosives, and usually electric ignition systems. An example of a shaped charge is shown below.



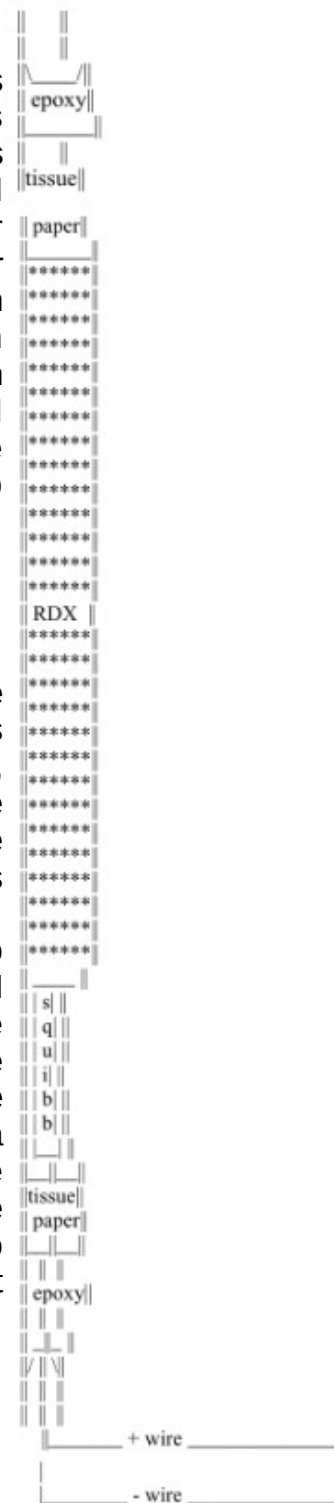


## Tube Explosives

A variation on shaped charges, tube explosives can be used in ways that shaped charges cannot. If a piece of 1/2 inch plastic tubing was filled with a sensitive high explosive such as R.D.X., and prepared as a plastic explosive container, a different sort of shaped charge could be produced; a charge that directs explosive force in a circular manner. This type of explosive could be wrapped around a column, or a doorknob, or a telephone pole. The explosion would be directed in and out, and most likely destroy whatever it was wrapped around. In an unbent state, a tube explosive would look like this: When someone wants to use the tube bomb, he must wrap it around whatever thing he wishes to destroy, and epoxy the ends of the tube bomb together. After it dries, he/she can connect wires to the squib wires, and detonate the bomb, with any method of electric detonation.

## Molotov Cocktails

Molotov Cocktails are extremely simple to make, and can produce devastating results. By taking any highly flammable material, such as gasoline, diesel fuel, kerosene, ethyl or methyl alcohol, lighter fluid, turpentine, or any mixture of the above, and putting it into a large glass bottle, anyone can make an effective firebomb. After putting the flammable liquid in the bottle, simply put a piece of cloth that is soaked in the liquid in the top of the bottle so that it fits tightly. Then, wrap some of the cloth around the neck and tie it, but be sure to leave a few inches of loose cloth to light. Light the exposed cloth, and throw the bottle. If the burning cloth does not go out, and if the bottle breaks on impact, the contents of the bottle will spatter over a large area near the site of impact, and burst into flame. Flammable mixtures such as kerosene and motor oil should be mixed with a more volatile and flammable liquid, such as gasoline, to insure ignition. A mixture such as tar or grease and gasoline will stick to the surface that it strikes, and burn hotter, and be more difficult to extinguish. A mixture such as this must be shaken well before it is lit and thrown.



## SS Combat Manual

### YOU WILL NEED:

A Funnel  
Wax Soap or Candles  
A Gallon of Gasoline  
Glass Bottles(any size)  
Duct Tape  
Dry Rags  
Potato Peeler  
Some Bowls

### STEP 1

Peel off small shavings from your soap/candle using a potato peeler. Make them fingernail-clipping sized or smaller!



### STEP 2

Put a quarter-gallon of gasoline into a 3-gallon(or larger) container. Stir in wax shavings until the mixture sticks to your fingers like a sort of glue. If you mix in too many shavings, the mixture won't spread when thrown. Too few, it won't stick.

### STEP 3

Using a funnel, pour the mixture into your bottles, filling them about 80% capacity. Yes, it's sticky and hard as hell to get through the funnel, but use a thin utensil to push it through and deal with it.

### STEP 4

Take just about anything(A cork, bottle-lid, old fabric) and cork the bottle tightly. Go over the cork with duct tape, and be thorough! You do not want this to open up while lighting it!

### STEP 5

Take a large, dry rag and tear it up into 2' x 6" sheets. Tie one end of these sheets to the neck of the filled bottle, and secure it using duct tape(glue works if you have any handy). Leave about a foot of rag hanging off of the bottle.



## Grenades

### Hydrogen Cyanide Grenades

#### HYDROGEN-CYANIDE GRENADE

The hydrogen-cyanide grenade is a reliable way to generate a cloud of extremely poisonous hydrogen-cyanide gas. A small amount of this gas can incapacitate or kill anyone breathing it. Hydrogen-cyanide grenades are most effective when used in an enclosed area; there the gas cloud will dissipate slowly and remain effective for a longer time.

#### MATERIALS

#### SOURCES

Potassium cyanide	Chemical supply store or Sec. VIII, No. 2
Sulfuric acid (90-percent concentrated)	Sec. I, No. 43
Sodium chlorate	Chemical supply store or Sec. I, No. 23
Sugar	
Paper, uncoated	
External burning fuze	Sec. VI, No. 7 Firecracker fuze
1/4-inch copper or aluminum tubing	Hardware store
Primary explosive	Mekap, acetone peroxide, or HMTD
Epoxy resin	Hardware store

## SS Combat Manual

### MATERIALS

Screwdriver or awl

Tin can with lid

Test tubes with stoppers

Adhesive tape

Wooden dowel

Water

Heat source

Pot or pan

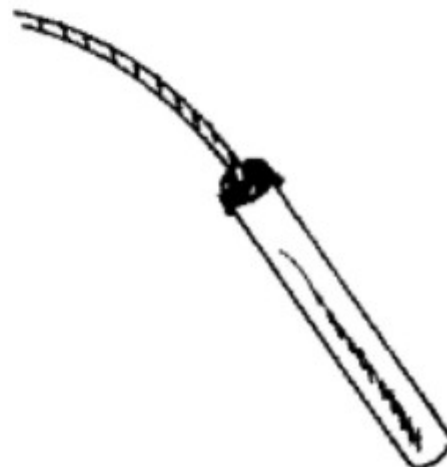
### SOURCES

Chemical supply store

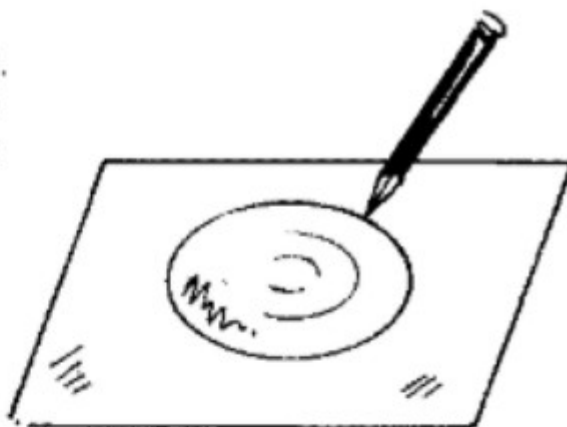
### PROCEDURE

1. Cut off a 2-inch section of the  $\frac{1}{4}$ -inch tubing. Seal one end with epoxy resin and let dry.

2. Fill the 2-inch section of tubing with primary explosive and carefully pack it with a wooden dowel. Place 4- or 5-inch fuze in the open end and seal with epoxy.



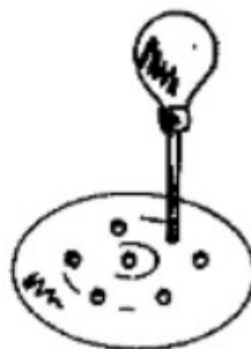
3. Remove the lid of the can. Using a pen or pencil, trace the outline of the lid on a piece of blank paper and cut out.



4. Dissolve 3 parts sodium chlorate and 2 parts sugar into some hot water. When dissolved, put the paper cut-out into the solution and gently stir for 5 minutes. Remove it from solution and let dry.



5. Using the screwdriver or awl, punch many small holes in the can lid. Make sure to punch a hole in the center big enough to fit the fuze. *Do not* bend or damage the outer edge of the lid.





6. Fill 3 or 4 test tubes with sulfuric acid. Place the stoppers in firmly and clean off all excess acid. Epoxy the test tubes to the inside of the can.

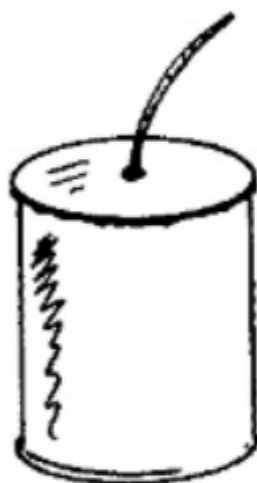
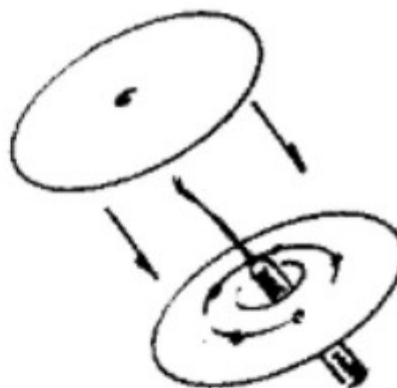
7. Fill the bottom of the can with a  $\frac{1}{2}$ - to 1-inch layer of potassium cyanide.

**CAUTION:** Potassium cyanide is extremely poisonous. Always wear gloves when handling it. Refer to the information on Potassium-cyanide safety in Section VIII, No. 2.



8. Place the fuze through the center hole in the lid so that the detonator is on the lid's underside. Tape the detonator in place.

9. Punch a hole through the center of the sodium-chlorate/sugar paper. Slide it over the fuze so it rests flat against the lid, covering the holes. Tape it securely in place.



10. Epoxy the lid to the can, leaving no spaces for the potassium cyanide to escape from. Let the epoxy dry. The grenade is now ready for use.

## HOW TO USE

Positioned upwind from the exploding grenade, light the fuze and throw towards the target area. When the fuze burns down to the paper disk, it will ignite and burn away, leaving the holes exposed. The detonator will then explode, breaking the test tubes open and mixing the acid and potassium cyanide. Hydrogen cyanide will be produced and will escape through the holes. These grenades are best used as defensive weapons to block entrances and exits or cover a retreat.



## SS Combat Manual

### Fragmentation grenade

For a simple grenade, the first thing you need is explosives. You'll also need a coffee can, a smaller sized can (probably like an orange juice can, or V8), a coat hanger, and a fuse. As for explosives, mercury fulminate is extremely good for this sort of thing. You could probably get together a ton of firecrackers and take out the black powder (if you're desperate). The explosive goes in the juice can. Don't pack it together too tight. Loose black powder is better than compressed. This is the main explosive. Cut up the coat hanger into little pieces approximately 1/2" long and fill up the coffee can until you can put the juice can in and the top of the juice can is level with the top of the coffee can. If you don't have the time, and need to fill up the space faster, chuck in a couple small rocks or pieces of glass, and stuff like that until you have the bottom of the can filled. Now place the juice can in the coffee can, and center it. Then fill the space around the coffee can with coat hanger stuff until the juice can is relatively stable. Put a model rocket fuse in the explosive in the juice can. Leave (at least) 3 1/2" to light from. If necessary, secure the juice can or the explosive with some masking tape, etc... as long as it doesn't interfere with the action of the grenade. Take the lid of the coffee can and cut a hole so that the fuse is exposed. You now have a fragmentation grenade.

### Tennis Ball Grenade

This is a very simple grenade type projectile. The materials are as follows:

- 1 tennis ball (not reuseable)
- some good duct tape
- 1 Stanley utility knife (can be reused)
- 1 rocket fuse
- some rubber cement
- enough gun powder (or smoke powder) to fill the tennisball
- 1 permanent marker
- some kind of drill

Directions:

1. Take the tennis ball and clamp it into a vice.
2. Then take the marker and mark where you want the fuse to be.
3. After you have done this take the utility and cut around the marked spot
4. Then, fill the tennis ball with what ever the hell you want.
5. Now go back to the cut piece and drill the marked area and rubber cement it, and duct tape to reinforce the weak cut part.
6. Light and throw

Notes: If you're going to use the smoke powder, you might want to cut another hole so the smoke has a place to go.

## SS Combat Manual

### Nail (shrapnel) Grenade

Effective fragmentation grenade can be made from a block of TNT or other blasting explosive and nails.

#### Material Required

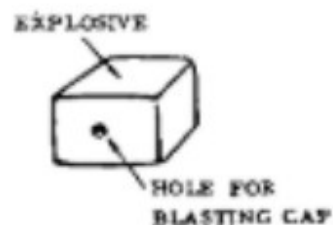
Block of TNT or other blasting explosive

Nails

Non electric blasting cap

Fuse cord

Tape, string, wire, or glue



#### Procedure

1. If an explosive charge other than a standard TNT block is used, make a hole in the center of the charge for inserting the blasting cap. TNT can be drilled with relative safety. With plastic explosives, a hole can be made by pressing a round stick into the center of the charge. The hole should be deep enough that the blasting cap is totally within the explosive.



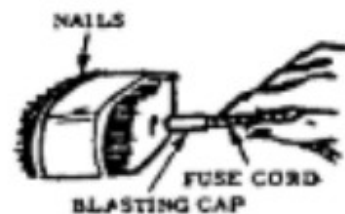
2. Tape, tie, or glue one or two rows of closely packed nails to sides of explosive block. Nails should completely cover the four surfaces of the block.

3. Place blasting cap on one end of the fuse cord and crimp with pliers.



Note: To find out how long the fuse cord should be, check the time it takes to burn 12 inches. If it takes 30 seconds, then a 15 second delay requires 6 inches, and a 10 second delay, 4 inches of fuse.

4. Insert the blasting cap in the hole in the block of explosive. Tape or tie fuse cord securely in place so that it will not fall out when the grenade is thrown.



#### Alternate use

An effective directional anti-personnel mine can be made by placing nails on only one side of the explosive block. In this case an electric blasting cap can be used.



## SS Combat Manual

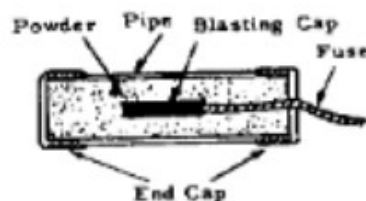
Field improvised hand grenades can be made as described by the US Army as follows -

### Pipe Hand Grenade

Hand grenades can be made from a piece of iron pipe. The filler can be plastic or granular military explosive, improvised explosive, or propellant from shotgun or small arms ammunition.

#### Material Required

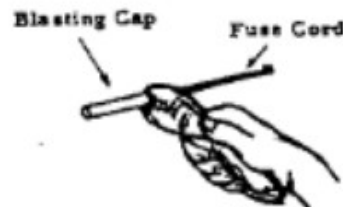
Iron pipe, threaded ends, 1 1/2" to 3" dia. to 8" long  
Two (2) iron pipe caps  
Explosive or propellant  
Nonelectric blasting cap  
Fuse cord  
Hand drill  
Pliers



#### Procedure

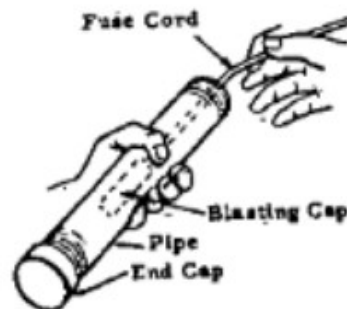
1. Place blasting cap on one end of fuse cord and crimp with pliers.

**Note:** To find out how long the fuse cord should be, check the time it takes to burn a known length. If 12 inches burn in 30 seconds, a 6 in. cord will ignite a grenade in 15 seconds.

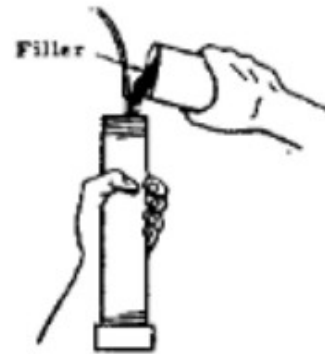


2. Screw pipe cap to one end of pipe. Place fuse cord with blasting cap into the opposite end so that the blasting cap is near the center of the pipe.

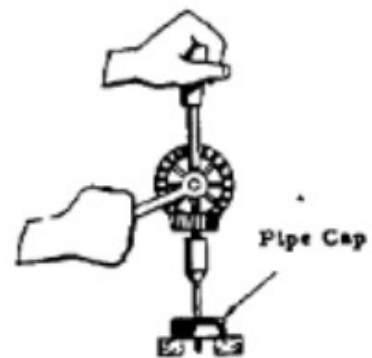
**Note:** If plastic explosive is to be used, fill pipe before inserting blasting cap. Push a round stick into the center of the explosive to make a hole and then insert the blasting cap.



3. Pour explosive or propellant into pipe a little bit at a time. Tap the base of the pipe frequently to settle filler.

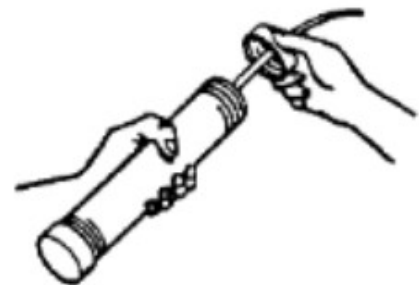


4. Drill a hole in the center of the unassembled pipe cap large enough for the fuse cord to pass through.



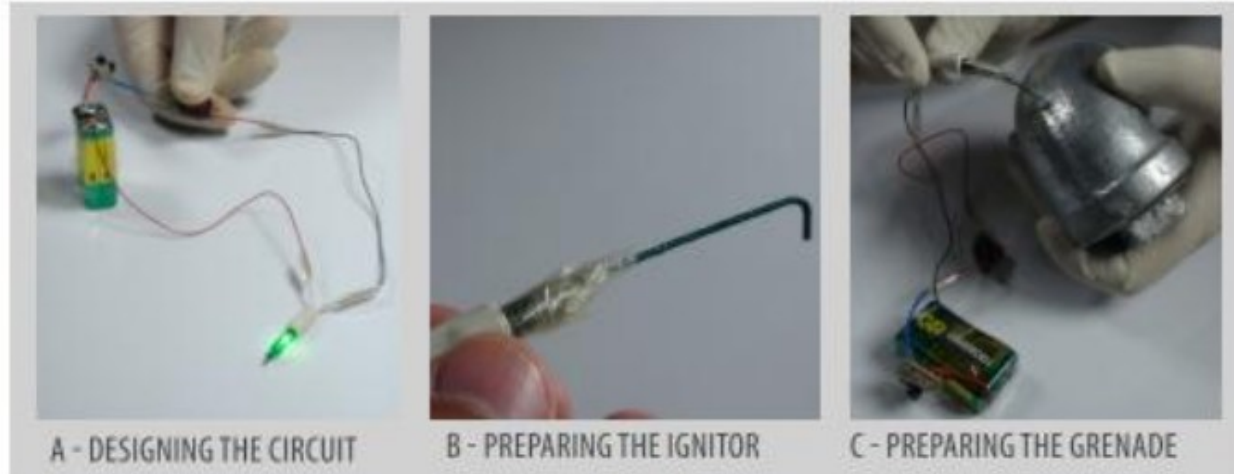
5. Wipe pipe threads to remove any filler material.

Slide drilled pipe cap over the fuse and screw handtight onto the pipe.



## Basic Hand Grenade

MAKING A HAND GRENADE REQUIRES 3 STEPS:



## A | DESIGNING THE CIRCUIT

### ITEMS REQUIRED



1 - 9v Battery



2 - Christmas Lamp



3 - Two wires, red and black



4 - Toggle switch

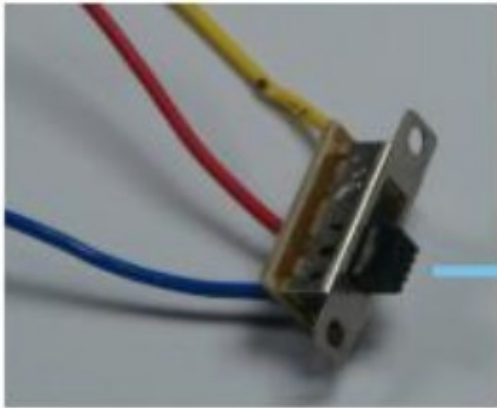


5 - Push switch

### OBTAINING THE SWITCHES

#### A- SAFETY SWITCH

This type of switch is mostly found in electronic devices. Here we used a switch from a small lamp.



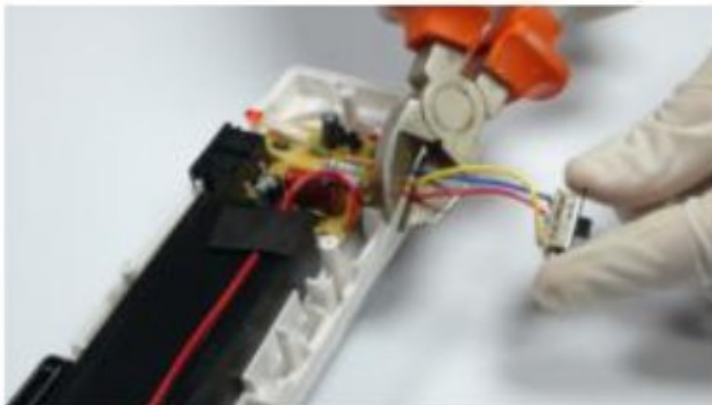
#### REMOVING THE SWITCH



1. Remove the outer cover of the outer switch.



2. Unscrew the lamp and dismantle it.



3. Cut all the wires connecting to the switch from the lamp.

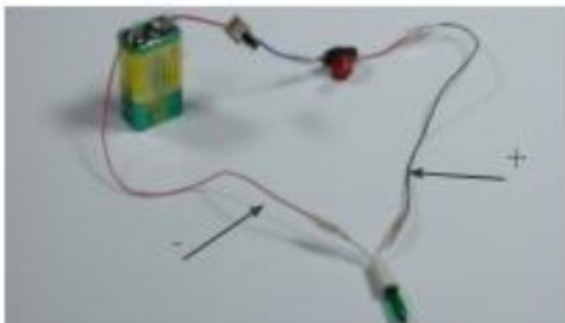
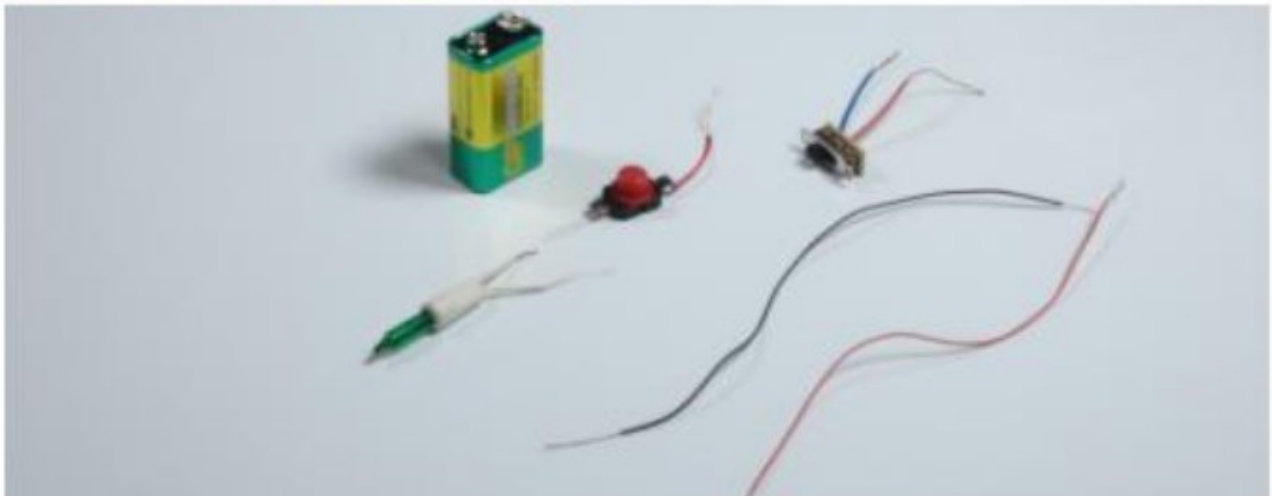
## SS Combat Manual

### B - THE EXECUTION SWITCH.

This push switch is found in a variety of devices. we obtained it by removing it from a lamp, using the same method as above.



### CONNECTING THE CIRCUIT

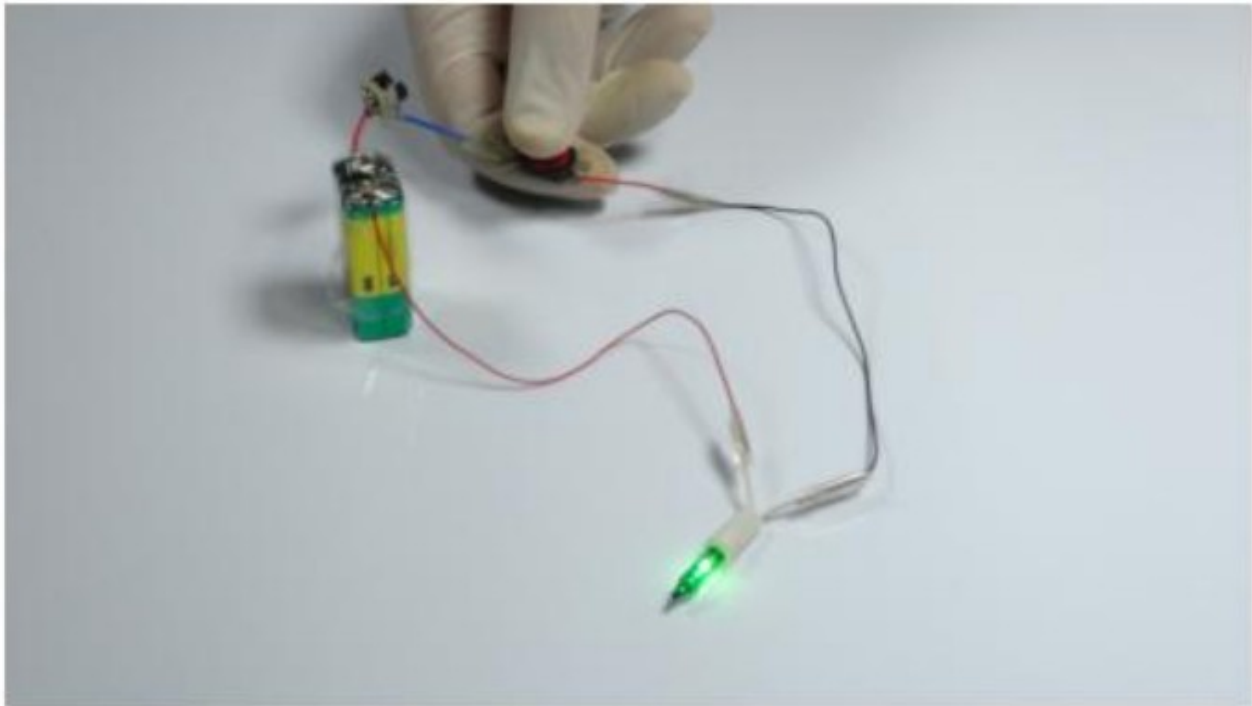


1. Connect the two switches using the same positive wire. Then connect the entire circuit.



2. We open the safety switch (switch-on the toggle switch).





3. When we press the executing switch (Push Switch), the circuit is connected.

## B

### PREPARING THE DELAYED IGNITOR



1. Gently heat the tip of the lamp.



2. Immediately dip the lamp in water.



3. Cautiously break the head of the lamp



4. Fill the lamp with fireworks powder.

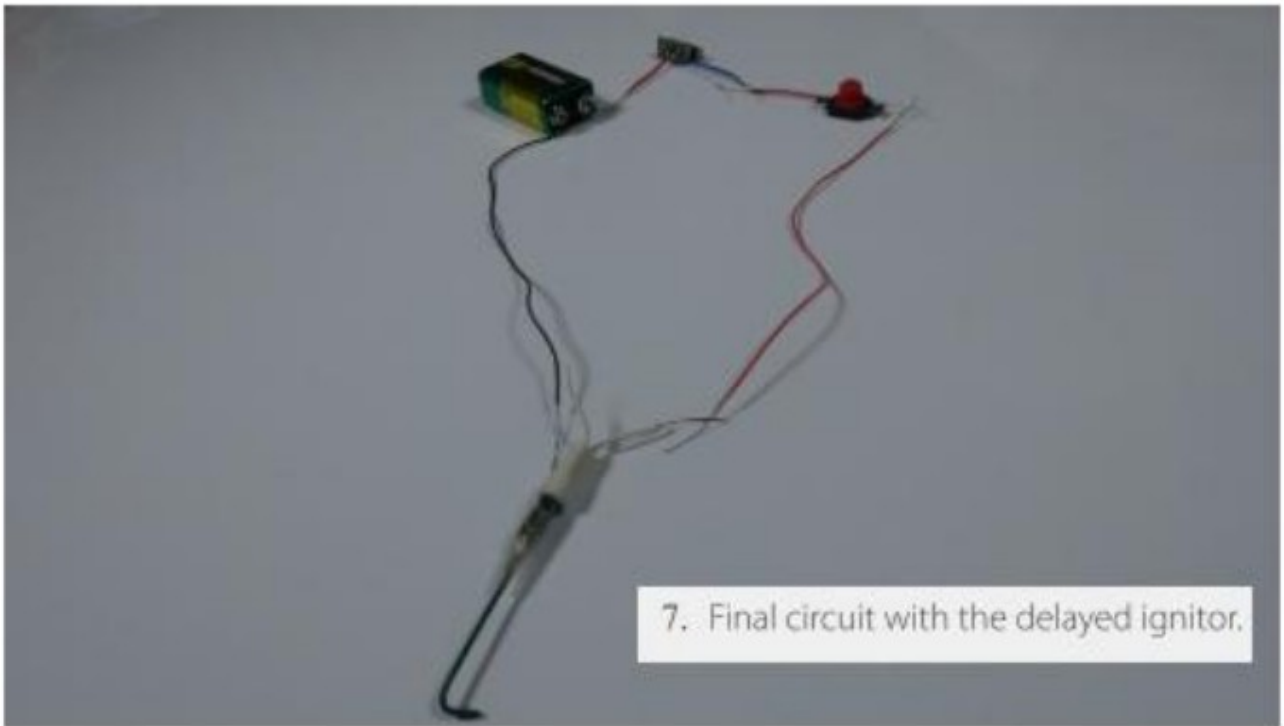
## SS Combat Manual



5. Remove the fuse from the firework.



6. Insert the fuse inside the lamp, and close it firmly with a tape.



7. Final circuit with the delayed ignitor.

## C PREPARING THE HAND GRENADE



1. We will use a 1.5 inch metal elbow pipe, as shown above.



2. Drill a small hole as shown.



3. Place shrapnel in the inner sides of the pipe using glue.



4. Final results after attaching shrapnel.



5. Fill the pipe with fireworks powder.

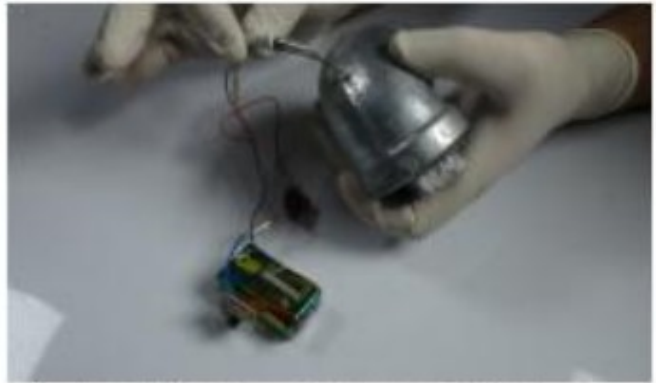


6. Wipe the internal screw thread with a cloth so as not to ignite the fireworks while sealing the pipe.

## SS Combat Manual



7. Close the pipe.



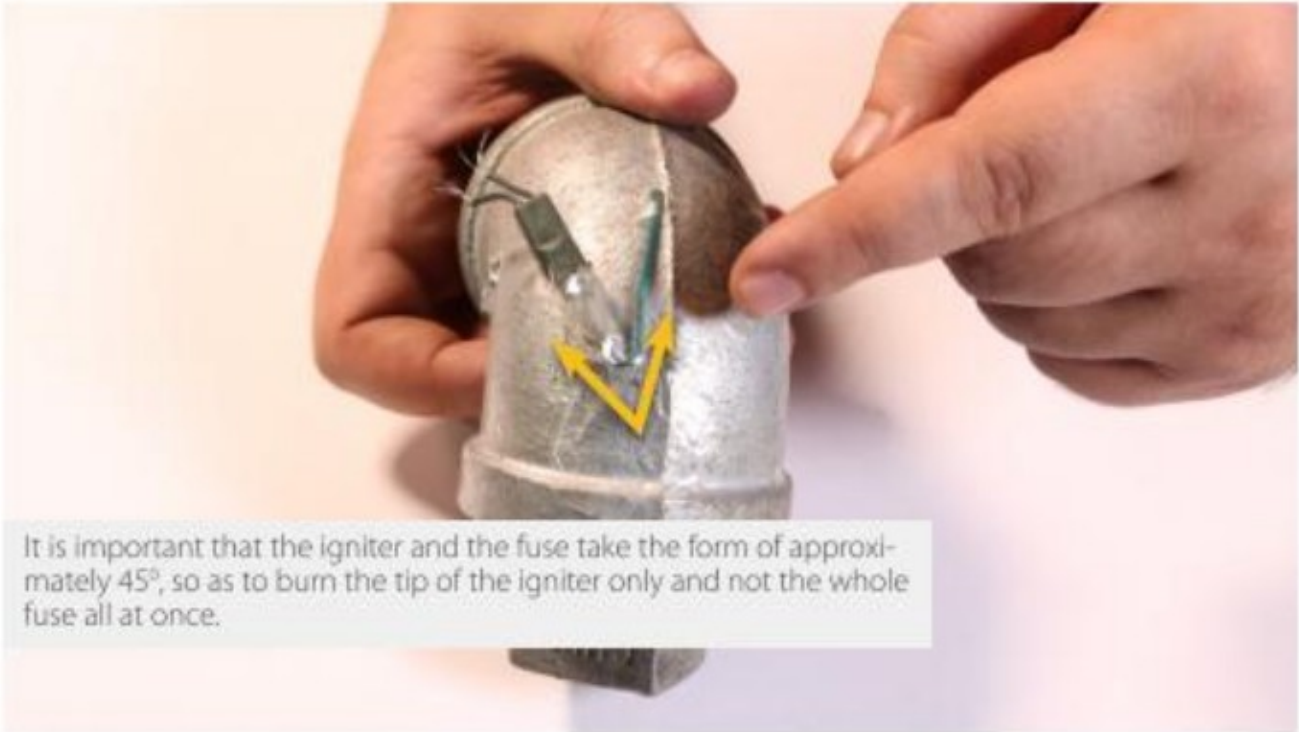
8. Insert the fuse inside the drilled hole.



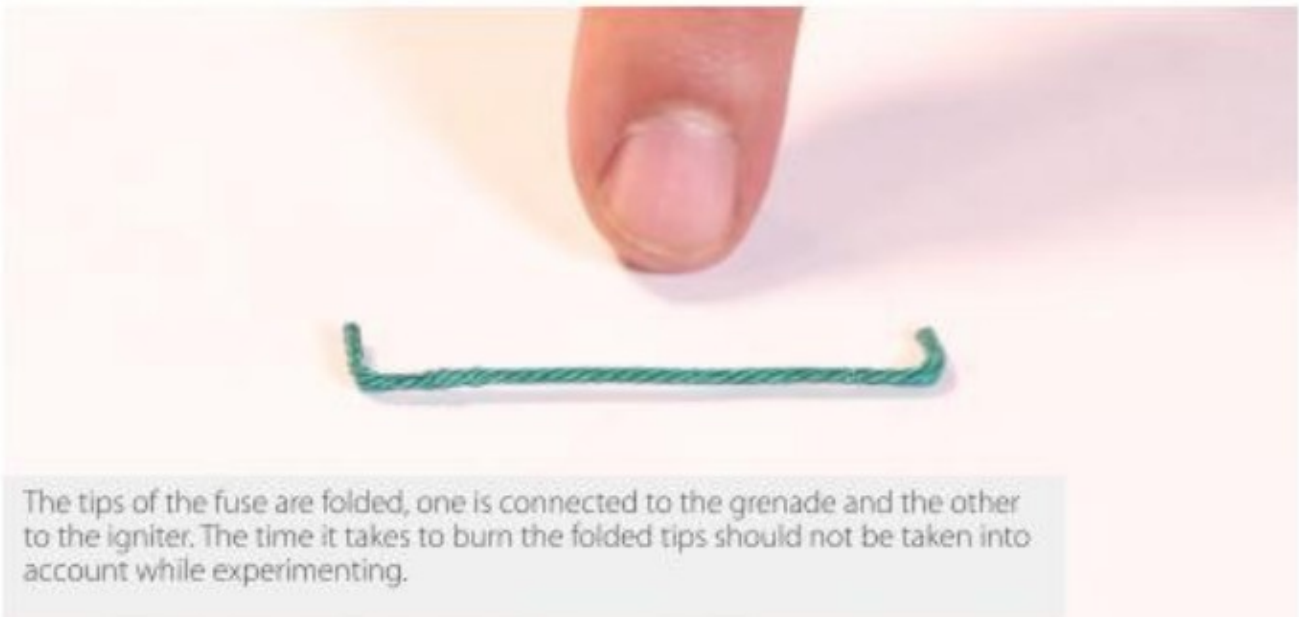
And now this simple timed hand grenade is ready for use. When the trigger switch (toggle-switch) is pulled and the execution switch is pressed, the grenade will delay for three seconds then explode.

# D

## SAFETY AND PRECAUTIONS



It is important that the igniter and the fuse take the form of approximately  $45^\circ$ , so as to burn the tip of the igniter only and not the whole fuse all at once.



The tips of the fuse are folded, one is connected to the grenade and the other to the igniter. The time it takes to burn the folded tips should not be taken into account while experimenting.



## SS Combat Manual

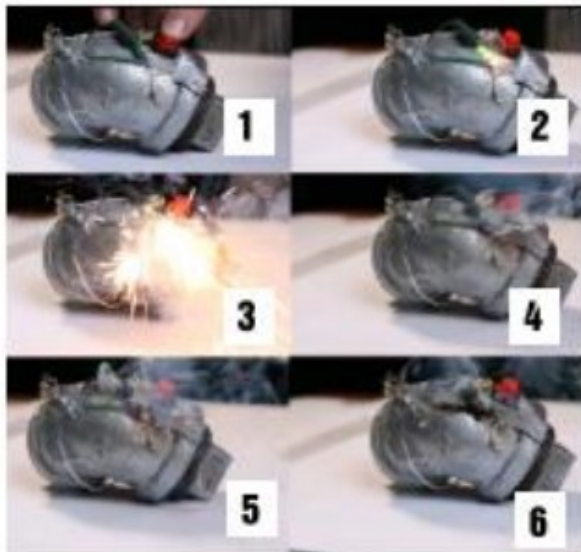


- Confirm and test the circuit using a Christmas lamp before connecting the wires to the fuse.

# E

## EXPERIMENTING

It took approximately 3 seconds for the fuse to completely burn



### EXPERIMENTING WITH THE EXPLOSION



## SS Combat Manual

### Tear Gas Grenade

The steps for making tear gas are included below. Finding an explosive container for the tear gas can be as simple as putting a stick of explosive into a plastic bottle then filling it with the gas. Screw the cap on tightly making sure your ignition mechanism can be activated from the outside. Creation of riot police style tear gas grenades is a topic you might want to research yourself.

#### Materials

- ring stands (2)
- alcohol burner
- erlenmeyer flask, 300 ml
- clamps (2)
- rubber stopper
- glass tubing 7
- clamp holder
- condenser
- rubber tubing 10.
- collecting flask
- air trap
- beaker, 300 ml
- 10g glycerine
- 2 g sodium bisulfate
- distilled water

#### Procedure

1. In an open area, wearing a gas mask, mix 10 grams of glycerine with 2 grams of sodium bisulfate in the 300 ml erlenmeyer flask.
2. Light the alcohol burner, and gently heat the flask.
3. The mixture will begin to bubble and froth; these bubbles are tear gas.
4. When the mixture being heated ceases to froth and generate gas, or a brown residue becomes visible in the tube, the reaction is complete. Remove the heat source, and dispose of the heated mixture, as it is corrosive.
5. The material that condenses in the condenser and drips into the collecting flask is tear gas. It must be capped tightly, and stored in a safe place.



## Smoke Grenade

# SMOKE GRENADE+

---

### Materials:

Potassium Nitrate (finely ground)  
Sugar  
Baking soda  
Cannon fuse (2 second/inch)  
matchbox  
sealable Monster drink can or large plastic container with lid  
saucepan/heat source  
duct tape  
centerpunch or screwdriver



### Optional:

food coloring powder (baking supply or spiceplace.com)  
concentrated wasabi powder (spiceplace.com)  
sulfur powder

---

Cut a good 3 to 4 inches of cannon fuse. Keep nearby.  
Mix 40% sugar to 60% potassium nitrate with a teaspoon  
of baking soda to every 2 cups of mix. Add to saucepan.  
Heat VERY gently, increasing the heat slowly. Mix constantly.  
Mixture will begin to clump, then spots will begin to brown.



---

When it reduces to a consistency of pancake batter,  
remove from heat. Carefully pour into your selected  
shell until it is 9/10s full. Wipe excess away from  
shell if mixture rises over the edge. Add your fuse  
so 1/2 of it is above the level of the mixture. Allow  
to cool and harden.

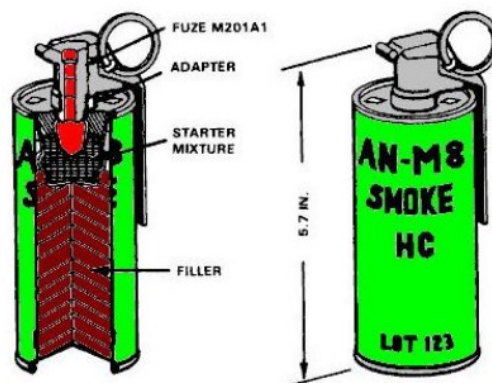
Punch a hole through the middle of your can/container  
lid. thread fuse through and secure the lid. You can



## SS Combat Manual

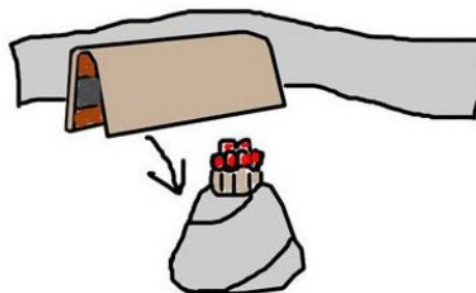
hot glue around the fuse and around the lid to seal it against humidity.

Lay a strip of duct tape out and evenly space 5 wooden matches about 1mm apart. Tightly wrap around the cannon fuse so that the match tips surround the end of the fuse. Apply a butt ton of duct tape, securing the match fuse assembly to the shell in a conical formation, careful to leave the match heads exposed. This is to stabilize, strengthen, and weatherproof it to a degree



Fold a strip of the matchbox with the strikeface so that it resembles an angular U shape. Place tightly around the match head/fuse assembly and tape it up completely so that there is no gaps within the cardboard tab you just made. The tab should not fall off when rolled upside down, but come off when pulled on. (DO NOT DO THIS) Add a safety system by adding a rubber band or fastening a single piece of electrical tape over the pull-tab to the main shell.

The pull tab fuse is NOT weatherproof, so keep it dry. And a year or so in humid weather ill probably mean you need to replace the matches and tape, but the cannon fuse and the rest is sealed and should be okay.



### Optional:

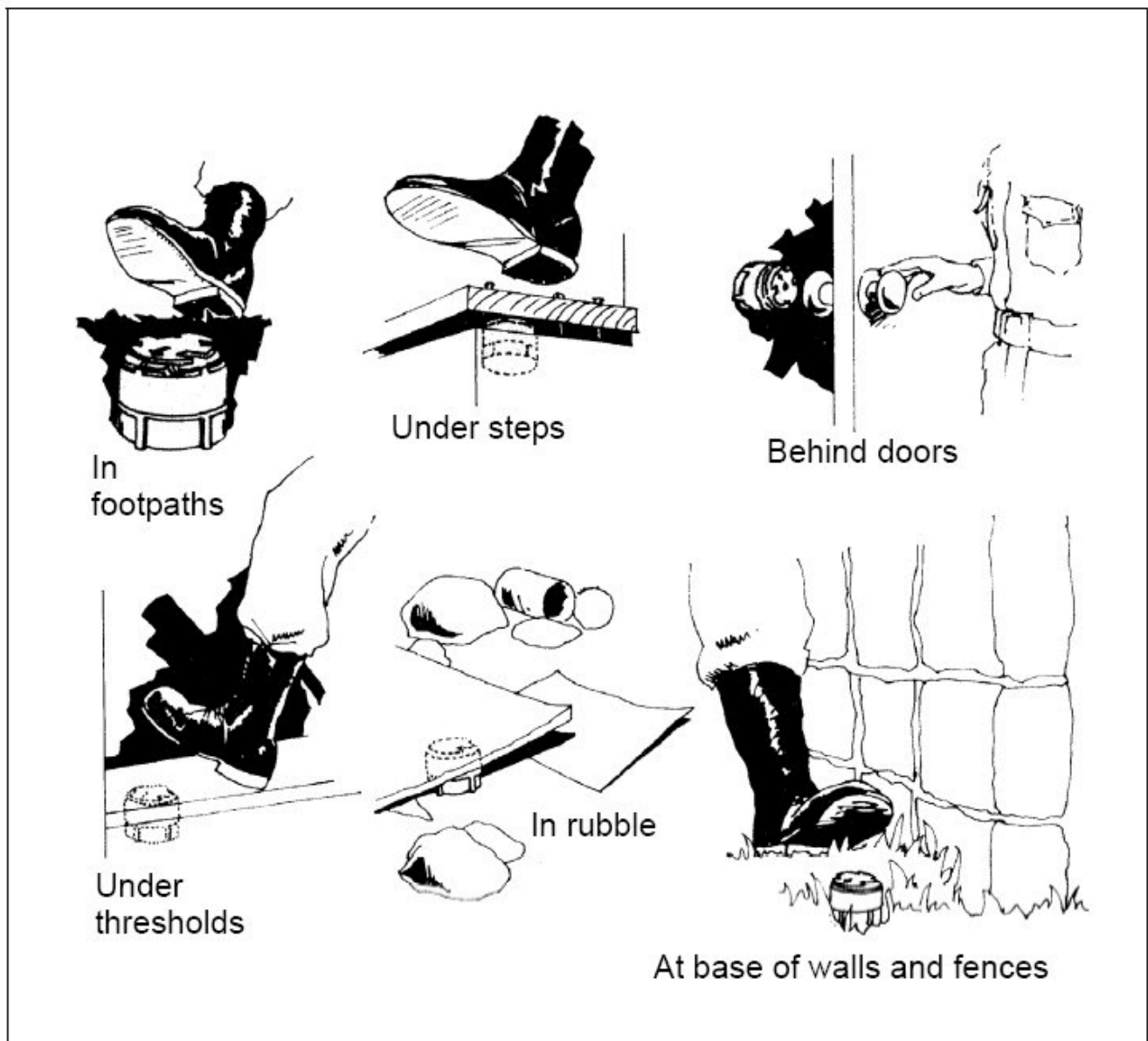
**Colored Smoke Grenade:** Make your mix 60% potassium nitrate, 30% sugar, and 10% powdered food coloring.

**Irritant Gas grenade:** Make your mix 50% potassium nitrate, 30% sugar, and 20% concentrated wasabi powder.



**-Poison- Gas Grenade:** Make your mix 60% potassium nitrate and 40% sulfur. Add no baking soda. **WARNING.** this mixture produces very high levels of pure hydrogen sulfide gas, which is quickly lethal in enclosed spaces.





**Possible Booby Trap and Mine Locations**



## Magnetic Car Bomb

This is a small quantity explosive device that can be carried by hand. When placed under the car it will kill the one above it.

**A**

### PREPARING THE ELECTRIC CIRCUIT.

**(a)**

#### Preparing the Electric Wind Switch.

It is a switch ignited by the wind generated by the car when moving at speed.



1. Cut a rectangular piece of paperboard as shown above.



2. Place a piece of carton on one end of the rectangular paperboard.



3. Place an electric wire on the paperboard as illustrated above.



4. Cut a piece of metal the same size as the paperboard.
5. Tie the metal piece with a wire.
6. Connect the wire to a toggle-switch (on/off switch)



7. Connect the paperboard to the metal piece in such that the carton acts as a separator between the two.

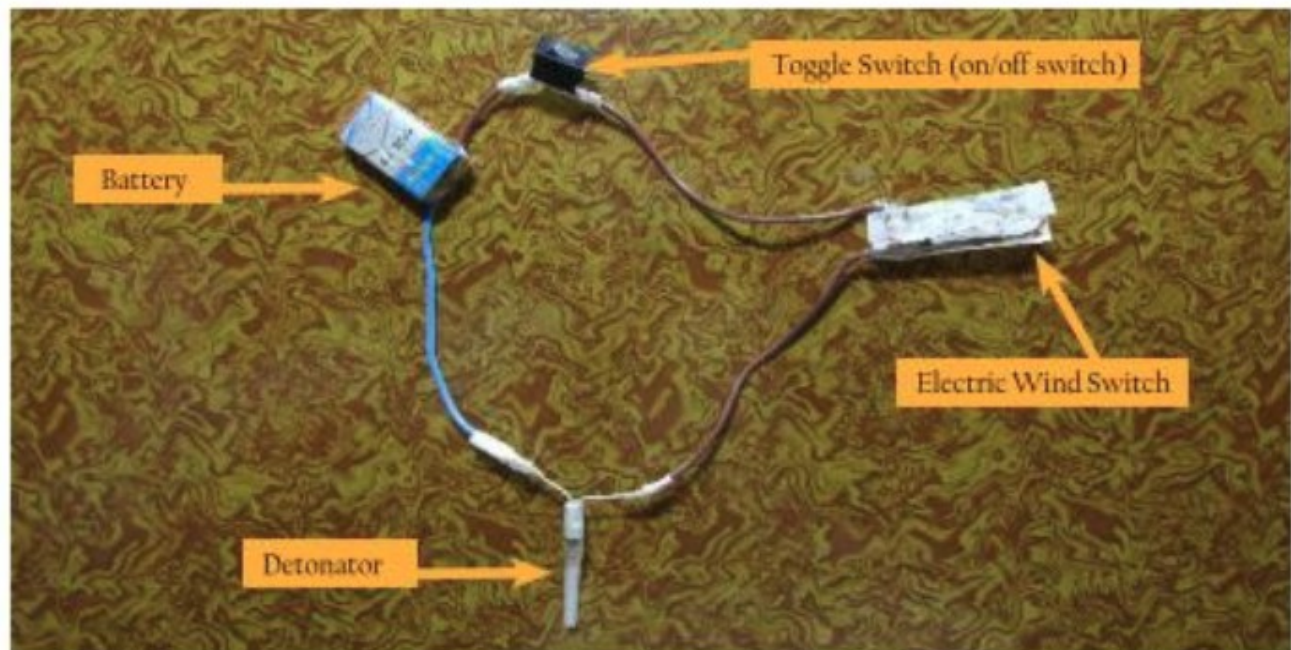


8. The switch is now ready, when the carton piece is connected to the metal the circuit will be connected (on).

**(b)** Preparing the Detonator.



1. Insert an ignitor (made from decoration lamp) inside the detonator and tape well with sellotape.

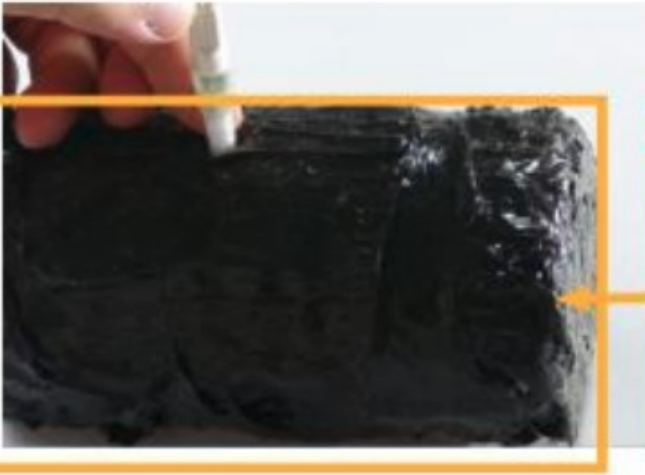


2. Connect together all parts of the circuit.

### B

#### CONNECTING THE ELECTRIC CIRCUIT TO THE EXPLOSIVE DEVICE.

We will use the explosive device explained in Issue 13, as for the detonator we will use an electric detonator.



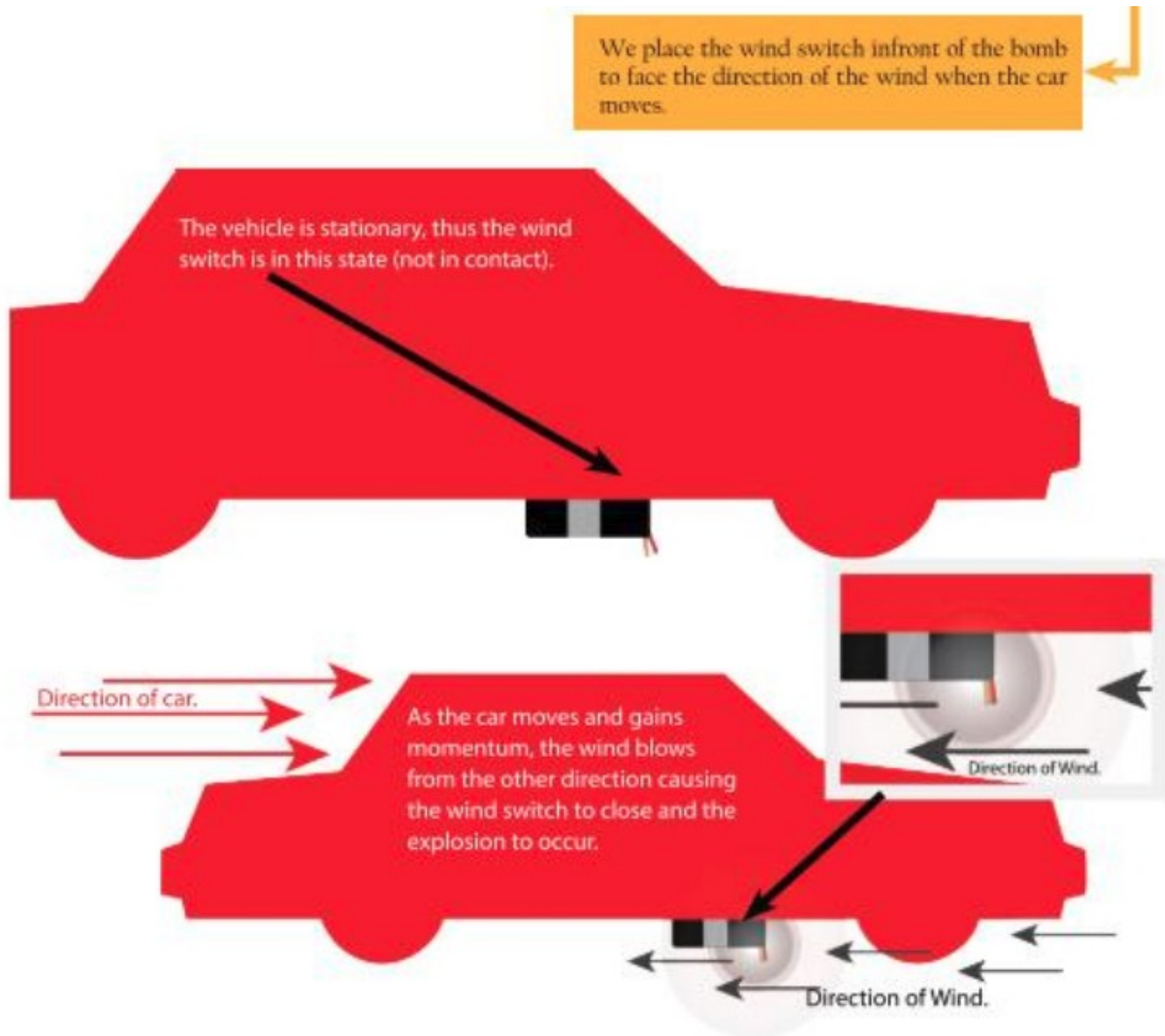
1. We insert the detonator at the center of the explosive device, as shown above.



2. We fix all the electric circuit in the device as shown above.

We place the wind switch in front of the bomb to face the direction of the wind when the car moves.

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### C

#### PREPARING THE MAGNET



1. We remove a magnet from a car Antenna or any other suitable magnet e.g. from electric speakers.



2. The magnet after being removed from the antenna.



3. Cut any metallic soda can to a rectangular shape.



4. Glue the magnet to the cut metal piece as shown above.



5. Finally fix the magnet in the explosives, as shown above. And the bomb is now ready for use.

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### HOW IT WORKS

- Place the explosives at an appropriate place under the car and turn on the electric switch
- As the car speeds the wind coming from the opposite direction will push the paperboard to make it contact the metal piece and thus connecting the circuit and the explosion occurs.



## Light bulb bombs

### Exploding bulb

Materials:

- electric bulb
- socket
- black powder
- adhesive tape

Procedure:

1. Drill a small hole in the top of the bulb near the threads
2. Carefully pour the black powder into the hole, enough so that it begins to touch the filament
3. Insert into socket as normal (lights switched off)
4. Get the hell out

When the target switches the light on, glass fragments will fly everywhere.

### Napalm Bulb

Materials:

- electric bulb (100w)
- 1/4 cup soap chips
- 1/4 cup kerosene or gasoline
- lighter or small blow torch
- glue

Procedure:

Note: use protective gear and make this in a well ventilated area

1. Heat kerosene/gasoline in a double boiler; melt soap chips, stirring slowly. Put somewhere and allow to cool. (Do not heat to auto-ignition temperature)
2. Heat the threads of the bulb VERY carefully to melt the glue. Remove threads, slowly drawing out the filament. DON'T BREAK THE FILAMENT OR THIS WON'T WORK.
3. Pour the liquid into the bulb, and slowly lower the filament back down into the bulb; make sure the filament is dipped into the fluid.
4. Re-glue the threads back on; insert into a socket frequently used by the intended target

When the target switches the light on, a fiery reaction will occur

## Manufacturing larger bombs and advanced bomb making

Naturally, larger targets require more explosives. There is no perfect blueprint for larger bombs. Generally it is recommended to only use insensitive and low cost explosives for larger targets. Rockets and other payload delivery systems are spectacular and effective. In guerrilla warfare the use of mortars is highly recommended for many reasons best summarized in the Turner Diaries: "Mortars are marvelous little weapons, especially for guerrilla warfare. They drop their deadly rounds silently and almost vertically onto their target. They can be fired from total cover, and persons in the target area cannot tell from which direction the projectiles are coming." More information can be found in, among other resources:

- Ragnar Benson's Big Book of Homemade Weapons
- Scientific Principles of Improvised Warfare and Home Defense
- Volume 3 History, Design, and Manufacture of Explosives
- TM 31-210 Improvised Munitions Handbook
- Poor Man's RPG by George Dmitrieff
- Terrorist's Handbook by CHAOS industries

Do not reproduce the methods described in the "Anarchist's Cookbook", the methods for producing explosives and bombs described in the book are deliberately wrong to injure any would-be bomb-maker.

## **Nerve Gas**

Nerve gas is closely related to those organophosphorus compounds used widely as insecticides. It is not a gas, but rather a liquid with a very high boiling point. To be used to gas an area, it must be dispersed into the air as an aerosol like out of a spray can. It can also be dispersed as a mist in the air by detonating an explosive charge in it. When done correctly, both methods work well, although the aerosol spray can has the obvious advantage of stealth. This is not to say that the explosive method of dispersing it is without its merits. An explosion is always great for bringing out crowds of curious onlookers into the open, where they can easily fall victim to the effects of the gas.

Nerve gas is a generic term which covers several related substances. All of them have an atom of phosphorous at their heart, with a variety of other chemical groupings attached to the phosphorous atom, depending upon the particular nerve agent. The simplest, and in several ways the best method for dispersing nerve agents over a target is by a technique called "blast dispersion". It is the same principle that works in the nerve-gas artillery shell. A charge of explosive is used to heave the poison into the air and disperse it into a cloud of fine droplets which can then drift downwind over the target. The actual design of a nerve-gas bomb should have the explosive charge in the center of the mass of nerve agent. Naturally, it would not do to have a stick of dynamite floating around in a jug of Sarin, and the active ingredient splashing all over the attackers. Instead, three 40-ounce beer bottles could be taped together in a triangular pattern, and a stick of dynamite placed in the center space between the three bottles (a variant on a gasoline bottle + thermite bomb).

## **Synthesis and Handling of Nerve Gas**

The synthesis of nerve gas is not a project to be undertaken lightly. It is one of the most dangerous projects which can be done in the laboratory. The danger comes from the fact that a little bit on the skin translates into a miserable death minutes later. Beginners at organic synthesis are notorious for spilling the things they are cooking onto themselves, so this is a job for a seasoned veteran. For this reason, a certain amount of chemical expertise will be assumed in the following section. The equipment needed for production of nerve gas is basically the same as that needed to produce any other of a wide range of organic chemicals. The standard distilling kit with a variety of sizes of round-bottom flasks is a must, as is a magnetic stirrer-hotplate and a good source of vacuum such as a properly working aspirator.

## **Defenses against Nerve Agents**

Protection against nerve agents usually involves creating physical barriers against exposure to the chemicals and reacting them to less toxic forms with moisture and chemicals. Full body protective suits in combination with gas masks or scuba gear prevent contact with skin

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surfaces or breathing in the agent. Washing off the suits in a shower before taking them off reduces potential exposure from residues.

For ordinary citizens, the only available protection is usually a gas mask. This can be supplemented with a number of field improvised protections.

1. Vaseline can be used to provide a barrier against liquid and gas agents (but not the dust). Mixing diatomaceous earth with the Vaseline will provide a highly reactive silica source for detoxifying Sarin and other phosphonofluoridate weapons. Many other nerve agents can be reacted out by adding various chlorine compounds such as the swimming pool hypochlorite granules on separate layers outside the Vaseline or clothing. The chlorine reacts with most nerve agents. Care must be taken to make sure that it is not applied into the layer next to the skin because it causes skin burns.
2. Using the gas mask filter in combination with a fan to produce a positive flow filtered air environment in a room or the inside of a car. A fan draws air into the vehicle through the mask filter which reacts out the nerve agents. The clean air then pushes out and displaces the air in the vehicle through the cracks and crevices. This prevents the toxic gas from seeping into your protected environment.

## Gas Masks

Military gas masks are designed with filter pads (six core layers laminated between two packing layers) composed of viscose rayon, vinyon, and glass fibers. The core layers are impregnated with 75% Whetlerite which is a finely ground activated carbon which has been immersed in a solution of ammoniacal solution of silver, copper, chromium, and carbon dioxide. It is then dried at temperatures high enough to drive off ammonia from the resulting granules. This formula provides complete protection against all known military toxic chemical agents but does not protect against some industrial toxics like ammonia and carbon monoxide.

Fume respirator and gas mask cannister usually use special materials for each chemical class they encounter. They are available from most safety supply companies. The filter generally contains a particulate layer as well as layers impregnated with chemicals to react with and neutralize the toxic air weapon in question. When the chemical in the mask is used up, it is possible for the air delivered poison to pass through the mask. This requires that the wearer of the mask will reach a safe area to remove and replace the filter cannisters periodically.

Improvised masks can be quickly made up using handkerchiefs or other cloth soaked in solutions of activated finely ground charcoal and baking soda. This offers some temporary protection against many acids, bases and other toxic gases.

## Sarin

GB (Sarin) Isopropyl Methyl Phosphonofluoridate

SOURCE - Synthesis in good chemical laboratory.

FORM - Thin oily liquid, clear to amber in color, odorless. BP 158°C.

MOLECULAR WEIGHT – 140.9

HANDLING - Avoid inhalation, ingestion, or skin contact. Handle only in a glove box equipped with decontamination apparatus. A good military gas mask should be available.

DOSAGE - Very low through all routes. Inhalation dosage is 10 mg. Oral dose is about half of that. Skin absorption dose is about 1500 mg due to the volatility of the compound. If GB is mixed with an equal amount of DMSO it will absorb through the skin before it can evaporate. If pure GB comes into contact with a cut or abrasion on the skin, absorption will be rapid.

SYMPTOMS - Pinpoint pupils, dim vision, runny nose, tightness in the chest, nausea, diarrhea, coma, and respiratory failure. Death usually occurs in from 1 to 10 minutes, depending on the concentration. Non-lethal doses are usually followed by complete recovery in from 1 to 3 days. However, doses are cumulative if received over a period of a few days.

DETAILS - GB is the second of the nerve gases developed by the Germans in WWII. It is now the standard nerve agent of the United States, being stored both in bulk and loaded into various munitions. The synthesis of GB is fairly straightforward, but extremely dangerous for anyone not intimately familiar with organic chemistry procedure. Many of the chemicals used are hazardous in their own right. One explodes on contact with water, another is an anesthetic gas at normal temperatures. All chemicals and processes should be thoroughly investigated before synthesis is attempted. All safety measures must be strictly adhered to if explosion or accidental poisoning are to be avoided. There are safer toxins of greater power available. A good mixture which approaches GB in toxicity is a 50/50 mix of the insecticide Parathion and DMSO. This is more practical for small scale applications and penetrates the skin much faster than pure GB. Sarin boils at around 200 C and is usually delivered as mists or may be volatilized by hot bursting charges.

## Sarin Production

1. 133.3 grams of anhydrous aluminum chloride and 137.4 grams of phosphorus trichloride together in a Pyrex glass pressure bottle, seal and shake mechanically for one hour or until all of the aluminum chloride is dissolved.
2. Heat to 60° C in a hot water bath.
3. Cool the flask in a dry ice/acetone bath and add 50.5 grams of precooled methyl chloride, seal as before and place in a heavy walled steel pipe with screw caps (this is important, as explosions occasionally occur during this step). Allow to come to room temperature.
4. Place the pipe in a mechanical shaker for one minute. When it is removed and opened the reaction mixture should have solidified into a colorless cake.
5. Dissolve the cake in 700 cc of methylene dichloride and cool to -20 ° C in a dry ice/acetone bath. Add ten 5 cc portions of water, shaking vigorously between additions.
6. Filter out the solids.



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7. Add mixture to a separatory funnel and drain off the lower (water) layer.
8. Place the liquid in an evaporating dish on a hot water bath and drive off the solvent. Add the resulting crystals to a minimum amount of hot methylene dichloride. Let cool and the crystals will come out of the solvent producing methylphosphonodichloridate (dichlor), which has a melting point of 33 " C.
9. 60% of the dichlor is placed in a flask containing enough methylene dichloride to dissolve it. A gas diffusion tube is installed and dry hydrogen fluoride gas is passed through for approximately one hour. In this manner the dichlor is converted in methylphosphonodifluoridate (difluor). Remove the solvent on a hot water bath.
10. Equimolar quantities of dichlor (MW 132.91) and difluor (MW 100.01) are dissolved in methylene dichloride and heated to reflux temperature in a three-necked flask equipped with a reflux head, a stir motor, and a dropper. An equimolar quantity of inopropanol (MW 60.11) is added dropwise with stirring at a rate sufficient to keep the mixture boiling gently. Reflux for one hour after the last of the inopropanol is added.
11. Remove the reflux head, hook up a vacuum source with solvent trap and evaporate the solvent under reduced pressure. Warning - The product is now crude Sarin and must be handled accordingly.
12. Set up a distillation rig for fractional distillation under vacuum and distill the liquid at 11 mm of pressure. Sarin is the fraction collected at 49.5 \* C. Yield is roughly 70 grams.

## VX

S-(2diisopropylaminoethyl)0- ethylmethylphonothiolate.

SOURCE - Chemical synthesis.

FORM - Heavy, oily liquid like motor oil; Odorless. Clear to straw in color. BP 300" C.

HANDLING - Avoid inhalation, ingestion, or skin contact. Handle only in a sealed glove box with decontamination apparatus. A good military mask and decontamination suit should be available.

DOSAGE - Skin - 10mg. Orally -2mg. Inhalation 10mg.min/cubic meter. VX has a very low vapor pressure and therefore is very slow to evaporate. The primary danger is from skin contact or ingestion, though it is very toxic as an aerosol.

SYMPTOMS - Dim vision, pinpoint pupils (may not occur from skin absorption), runny nose, tightness of chest, sweating, muscular twitching, nausea, vomiting, weakness and coma. Vapor inhalation or absorption of vapor through the eyes causes quickest onset of symptoms. Skin absorption generally takes about 10 minutes.

DETAILS - VX, like most other nerve gases, originated from insecticide research, which in this case, was done in Britain in the late 1950's. Unlike Sarin, VX is a persistent agent - meaning it can stay on target and active for weeks at a time (assuming proper weather conditions). This property also gives VX a much lower skin dosage than Sarin, as it will not evaporate before being absorbed. Mixing 50/50 VX and DMSO gives a liquid which absorbs through the skin in 2 to 3 minutes. DMSO both accelerates absorption and increases toxicity in organophosphorus compounds such as nerve gas. In the 1950's the Soviets experimented

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with a 50/50 mixture of DMSO and Soman (their standard nerve agent). They found the dose to be 1/6th as much as the pure agent.

### VX Production

1. 1000ml of hydrous ethyl ether and 234 grams of re-distilled dichloromethylphosphine are added to a 3 liter reaction flask which has been previously flushed with dry nitrogen.
2. A mixture of 152.4ml (193.2g) of absolute ethanol and 583.1ml (627g) n-diethylaniline are placed in a dropping funnel and added dropwise with stirring to the mixture from step 1. During this addition maintain the reaction temperature at 20° to 30° C by use of an ice bath, and flush dry nitrogen through the system. The exit gas line from the condenser is connected to a mercury bubbler.
3. After the alcohol addition is completed, continue stirring for an additional 3 hours.
4. Remove the flask from the reaction apparatus and flush with nitrogen.
5. Pour the contents of the flask into a Buchner funnel and rinse the flask with 300ml of anhydrous ethyl ether. Pour this into the funnel. Filter with vacuum from an aspirator equipped with a dry ice/acetone trap. Wash the filter cake with two 300ml portions of anhydrous ethyl ether. The filter cake is X, n-diethylaniline hydrochloride and is not used in this process. It may be saved and converted back to its original form for reuse.
6. The liquid reaction product is transferred to a 2 liter flask which has been previously flushed with dry nitrogen. Connect the flask to a 10 inch packed column with a stripping head and distill off the ethyl ether at a temperature of about 60°C. The exit gas line is sealed with a mercury bubbler to preclude the entrance of atmospheric oxygen into the system.
7. The remaining liquid is transferred to a 500ml flask and distilled in vacuum at 47°C/50mm. Yield is about 223.2 grams of diethyl methyl phosphonite.
8. The 223.2grams of diethylmethylphosphonite is placed in a 1 liter flask fitted with a thermometer and a condenser, and mixed with 119.6 grams of diisopropylaminoethanol.
9. Flush the flask with dry nitrogen and slowly heat from 23° to 110°C over the course of 55 minutes. Ethanol will begin distilling at 75° to 78.5° C. Continue a further 65 minutes to remove all ethanol. The temperature will reach 150°C at completion. Yield should be about 37.4 grams of ethanol.
10. Discontinue heating and flush dry nitrogen through the system while it cools to 50°C.
11. Fractionally distill under vacuum. The desired product, ethyl 2-diisopropylaminoethyl methylphosphonite, will distill at 54°C/100. Yield is about 136.8g. (Note - One of the original feed-stocks, diethylmethylphosphonite distills at 48°C/50mm. This fraction should be saved for reuse. Almost half (45%) may be recovered in this way.
12. Equip a 3 neck 1 liter flask with an agitator, a thermocouple well, an addition tube for the sulfur with a vibrating feed, and an addition line for nitrogen. The flask is immersed in a bath of ethylene glycol contained in a battery jar. Cooling is controlled by lidding dry ice to the bath and heating, by a submerged electric heat coil.
13. Pour the 136.8 grams of ethyl 2-diisopropylaminoethylmethylphosphonite into the flask and start a nitrogen purge to maintain an inert atmosphere.

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14. Use the vibrating feeder to slowly add 18.5 grams of ground rhombic sulfur. Allow 60 minutes to feed the sulfur. The reaction is kept at about 30°C with the dry ice/glycol bath.
15. 10 minutes after the last of the sulfur has been added, heat the flask as quickly as possible to 120°C, using the heating coil. and maintain at this temperature for 90 minutes. You now have about 155 grams of S-(2diisopropylaminoethyl)-O-ethyl methylphosphonite (VX) of 97.6% purity. Use it wisely.

NOTE - Do not attempt this process unless you are well versed and experienced in conducting reactions and distillations in inert atmospheres, and aware of the natures of the chemicals used. If you do not, you are courting disaster.

## Chloroform

what you need:

Bleach

pure acetone (available at any hardware store)

Ice

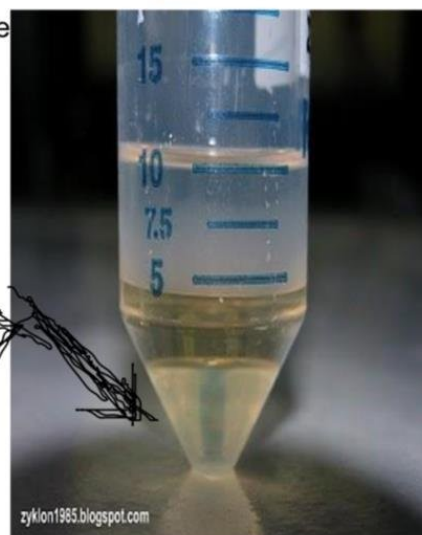
glassware (allows clear vision of solution inside)

seperation funnel



★ Wear protective gear like goggles, gloves, and so on to ensure you are well protected. The instructions to make chloroform are listed in an easy-to-follow bulleted list:

- 1 Start by filling up a glass container with half a liter of bleach
- 2 Lower the temperature of the bleach solution by adding ice into the container and allowing it to cool.
- 3 Pour 10 ml of the acetone (to maintain a ratio of 1: 50, one part acetone to fifty parts of bleach) into the container.
- 4 Add some more ice to keep the temperature low. Replacing the cubes that have already melted will ensure this. The bleach must be kept cool as otherwise it will emit fumes of bleach and chloroform.
- 5 Keep aside for 20 minutes to ensure complete reaction. In a while clouding up can be seen with an increase in temperature.
- 6 Allow time for the reaction to settle. This will take about half an hour, but if after this time also the solution does not appear to be settling, a stir will help.
- 7 Once settled, you will see either be a white powder residue or a bubble at the bottom. This is chloroform.
- 8 Pour the solution out with care, ensuring that no powder or bubble leaves the container.
- 9 Now the pure chloroform, which remains in the glass container, can be extracted with a separation funnel.



10 CHUG!!! lol jk . . . idk what the fuck u want with this but has fun :D

## **Caching/Secure Storage**

Caching is the process of hiding equipment or materials in a secure storage place with the view to future recovery for operational use. The ultimate success of caching may well depend upon attention to detail, that is, professional competence that may seem of minor importance to the untrained eye. Security factors, such as cover for the caching party, sterility of the items cached, and removal of even the slightest trace of the caching operations are vital. Highly important, too, are the technical factors that govern the preservation of the items in usable condition and the recording of data essential for recovery. Successful caching entails careful adherence to the basic principles of clandestine operations, as well as familiarity with the technicalities of caching.

Caching considerations that are vital to the success of the caching operation may be done in a variety of operational situations. For example, cached supplies can meet the emergency needs of personnel who may be barred from their normal supply sources by sudden developments or who may need travel documents and extra funds for quick escape. Caching can help solve the supply problems of long-term operations conducted far from a secure base. Caching also can provide for anticipated needs of wartime operations in areas likely to be overrun by the enemy.

### **Planning**

Caching involves selecting items to be cached, procuring those items, and selecting a cache site. Selection of the items to be cached requires a close estimate of what will be needed by particular units for particular operations. Procurement of the items usually presents no special problems. In fact, the relative ease of procurement before an emergency arises is one of the prime considerations in favor of caching. When selecting a cache site, planners should always ensure that the site is accessible not only for emplacement, but also for recovery. When planning a caching operation, the planner must consider seven basic factors.

#### **1. Purpose and Contents of the Cache.**

Planners must determine the purpose and contents of each cache because these basic factors influence the location of the cache, as well as the method of hiding. For instance, small barter items can be cached at any accessible and secure site because they can be concealed easily on the person once recovered. However, it would be difficult to conceal rifles for a Guerrilla Band once recovered. Therefore, this site must be in an isolated area where the band can establish at least temporary control. Certain items, such as medical stock, have limited shelf life and require rotation periodically or special storage considerations, necessitating easy access to service these items. Sometimes it is impossible to locate a cache in the most convenient place for an intended user. Planners must compromise between logistical objectives and actual possibilities when selecting a cache site. Security is always the overriding consideration.

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### 2. Anticipated Enemy Action.

In planning the caching operation, planners must consider the capabilities of any intelligence or security services not participating in the operation. They should also consider the potential hazards the enemy and its witting or unwitting accomplices present. If caching is done for wartime operational purposes, its ultimate success will depend largely on whether the planners anticipate the various obstacles to recovery, which the enemy and its accomplices will create if the enemy occupies the area. What are the possibilities that the enemy will preempt an ideal site for one reason or another and deny access to it? A vacant field surrounded by brush may seem ideal for a particular cache because it is near several highways. But such a location may also invite the enemy to locate an ordnance depot where the cache is buried.

### 3. Activities of the local Population.

Probably more dangerous than deliberate enemy action are all of the chance circumstances that may result in the discovery of the cache. Normal activity, such as construction of a new building, may uncover the cache site or impede access to it. Bad luck cannot be anticipated, but it can probably be avoided by careful and imaginative observation of the prospective cache site and of the people who live near the site. If the cache is intended for wartime use, the planners must project how the residents will react to the pressures of war and conquest. For example, one of the more likely reactions is that many residents may resort to caching to avoid having their personal funds and valuables seized by the enemy. If caching becomes popular, any likely cache site will receive more than normal attention.

### 4. Intended Actions by Allied Forces.

Using one cache site for several clandestine operations involves a risk of mutual compromise. Therefore, some planners should rule out otherwise suitable caching sites if they have been selected for other clandestine purposes, such as drops or safe houses. A site should not be located where it may be destroyed or rendered inaccessible by bombing or other allied military action, should the area be occupied by the enemy. For example, installations likely to be objects of special protective efforts by the occupying enemy are certain to be inaccessible to the ordinary citizen. Therefore, if the cache is intended for wartime use, the caching party should avoid areas such as those near key bridges, railroad intersections, power plants, and munitions factories.

### 5. Packaging and Transportation Assets.

Planners should assess the security needs and all of the potential obstacles and hazards that a prospective cache site can present. They should also consider whether the operational assets that could be used for packaging and transporting the package to the site. Best results are obtained when the packaging is done by experts at a packaging center. The first question, therefore, is to decide whether the package can be transported from the headquarters or the field packaging center to the cache site securely and soon enough to meet the operational schedules. If not, the packaging must be done locally, perhaps in a safe house located within a few miles of the cache site. If such an arrangement is necessary, the choice of cache sites may be restricted by limited safe house possibilities.

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### **6. Personal Assets.**

All who participate directly in emplacement will know where the cache is located. Therefore, only the fewest possible and the most reliable persons should be used. Planners must consider the distance from the person's residence to the prospective cache site and what action cover is required for the trip. Sometimes transportation and cover difficulties require the cache site to be within a limited distance of the person's residence. The above considerations also apply to the recovery personnel.

### **7. Caching Methods.**

Which cache method to use depends on the situation. It is therefore unsound to lay down any general rules, with one exception. Planners should always think in terms of suitability, for example, the method most suitable for each cache, considering its specific purpose; the actual situation in the particular locality; and the changes that may occur if the enemy gains control.

### **8. Concealment**

Concealment requires the use of permanent man-made or natural features to hide or disguises the cache. Recovery should be done with minimum time and labor. Man-made structures have several advantages. Inside a building, items are protected from the elements thus require less elaborate packaging. Also, in some cases, a concealed cache can be readily inspected from time to time to ensure that it is still usable. However, there is always the chance of accidental discovery in addition to all the hazards of wartime that may result in discovery or destruction or a concealed cache or denial of access to the site. The concealment method, therefore, is most suitable in cases where an exceptionally secure site is available or where a need for quick access to the cache justifies a calculated sacrifice in security. Concealment may range from securing small gold coins under a tile in the floor to walling up artillery in caves.

### **9. Burial**

Adequate burial sites can be found almost anywhere. Once in place, a properly buried cache is generally the best way of achieving lasting security. In contrast to concealment, however, burial in the ground is a laborious and time-consuming method of caching. The disadvantages of burial are that burial almost always requires a high-quality container or special wrapping to protect the cache from moisture, chemicals and bacteria in the soil. Emplacement or recovery of a buried cache usually takes so long that the operation must be done after dark unless the site is exceptionally secluded. It is especially difficult to identify and locate a buried cache.

## **Site Selection**

The most careful estimates of future operational conditions cannot ensure that a will cache will be accessible when it is needed. However, criteria for a site selection can be met when three questions are answered.

### **1. Criteria for Site Selection**



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Can the site be located by simple instructions that are unmistakably clear to someone who has never visited the location? A site may be ideal in every respect, but if it has no distinct, permanent landmarks within a readily measurable distance it must be ruled out. Are there at least two secure routes to and from the site? Both primary and alternate routes should provide natural concealment so that the emplacement party and the recovery party can visit the site without being seen by anyone normally in the vicinity. An alternate escape route offers hope of avoiding detection and recovered at the chosen site in all seasons? Snow and frozen ground create special problems. Snow on the ground is a hazard because it is impossible to erase a trail in the snow. Planners must consider whether seasonal changes in the foliage will leave the site and the dangerously exposed.

### 2. Map Survey

Finding a cache site is often difficult. Usually, a thorough systematic survey of the general area designated for the cache is required. The survey is best done with as large-scale map of the area as is available. By scrutinizing the map, the planners can determine whether a particular sector must be ruled out because of its nearness to factories, homes, busy thoroughfares, or probable military targets in wartime. A good military-type map will show the positive features in the topography; proximity to adequate roads or trails, natural concealment (for example: surrounding woods or groves), and adequate drainage. A map also will show the natural and man-made features in the landscape. It will provide the indispensable reference points for locating a cache site: confluences of streams, dams and waterfalls, road junctures and distance markers, villages, bridges, churches, and cemeteries.

### 3. Personal Reconnaissance.

A map survey normally should show the location of several promising sites within the general area designated for the cache. To select and pinpoint the best site, however, a well-qualified observer must examine each site firsthand. If possible, whoever examines the site should carry adequate maps, a compass, a drawing pad or board for making sketch maps or tracings, and a metallic measuring line. (A wire knotted at regular intervals is adequate for measuring. Twine or cloth measuring tapes should not be used because stretching or shrinking will make them inaccurate if they get wet.) The observer should also carry a probe rod for probing prospective burial sites, if the rod can be carried securely. Since the observer seldom completes a field survey without being noticed by local residents, his action cover is of great importance. His cover must offer a natural explanation for his exploratory activity in the area. Ordinarily, this means that an observer who is not a known resident of the area can pose as a tourist or a newcomer with some reason for visiting the area. However, his action cover must be developed over an extended period before he undertakes the actual reconnaissance. If the observer is a known resident of the area, he cannot suddenly take up hunting, fishing, or wildlife photography without arousing interest and perhaps suspicion. But he must build up a reputation for being a devotee of his sport or hobby.

### 4. Reference Points.

When the observer finds a suitable cache site, he prepares simple and unmistakable instructions for locating the reference points. These instructions must identify the general area (the names of general recognizable places, from the country down to the nearest village) and

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an immediate reference point. Any durable landmark that is identified by its title or simple description can be immediate reference point (for example, the only Roman Catholic church in a certain village or the only bridge on a named road between two villages). The instructions must also include a final reference point (FRP), which must meet four requirements:

1. It must be identifiable, including at least one feature that can be used as a precise reference point.
2. It must be an object that will remain fixed as long as the cache may be used.
3. It must be near enough to the cache to pinpoint the exact location of the cache by precise linear measurements from the FRP to the cache.
4. It should be related to the immediate reference point by a simple route description, which proceeds from the immediate reference point to the FRP. Since the route description should be reduced to the minimum essential, the ideal solution for locating the cache is to combine the immediate reference point and the FRP into one landmark readily identifiable, but sufficiently secluded. The following objects, when available, are sometimes ideal reference points: small, unfrequented bridges, and dams, boundary markers, kilometer markers and culverts along unfrequented roads, a geodetic survey marker, battle monuments, and wayside shrines. When such reference points are not available at an otherwise suitable cache site, natural or man-made objects may serve as FRP's: distinct rocks, posts for power or telephone lines, intersections in stone fences or hedgerows, and gravestones in isolated cemeteries.

### 5. Pinpointing Techniques.

Recovery instructions must identify the exact location of the cache. These instructions must describe the point where the cache is placed in terms that relate in to the FRP. When the concealment method is used, the cache ordinarily is placed inside the FRP, so it is pinpointed by a precise description of the FRP. With a buried cache, any of the following techniques may be used. Placing the cache directly beside the FRP. The simplest method is to place the cache directly beside the FRP. Then pinpointing is reduced to specifying the precise reference point of the FRP. Sighting the cache by projection, This method may be used if the FRP has one flat side long enough to permit precise sighting by projecting a line along the side of the object. The burial party places the cache a measured distance along the sighted line. This method may also be used if two precise FRP's are available, by projecting a line sighted between the two objects. In either case, the instructions for finding the cache must state the approximate direction of the cache from the FRP. Since small errors in sighting are magnified as the sighted line is extended, the cache should be placed as close to the FRP as other factors permit. Ordinarily this method becomes unreliable if the sighted line is extended beyond 50 meters.

### 6. Placing the cache at the intersection of measured lines.

If two FRP's are available within several paces, the cache can be one line projected from each of the FRP's. If this method is used, state the approximate direction of the cache from each FRP . To ensure accuracy, neither of the projected lines (from the FRP's to the point of emplacement) should be more than twice as long as the base line (between the two FRP's). If this proportion is maintained, the only limitation upon the length of the projected lines is the length of the measuring line that the recovery party is expected to carry. The recovery party

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should carry two measuring lines when this method is used. If the above methods of sighting are not feasible, one measured line may be projected by taking a compass azimuth from the FRP to the point where the cache is placed. To avoid confusion, use an azimuth to a cardinal point of the compass (north, east, south, or west). Since compass sightings are likely to be inaccurate, a cache that is pinpointed by this method should not be placed more than 10 meters from the FRP.

### 7. Measuring Distances

The observer should express all measured distances in a linear system that the recovery party is sure to understand - ordinarily the standard system for the country where the cache is located. He should use whole numbers (6 meters, not 6.3 or 6.5, etc.) to keep his instructions as brief and as simple as possible. To get an exact location for the cache in whole numbers, take sightings and measurements first. If the surface of the ground between the points to be measured is uneven, the linear distance should be measured on a direct line from point to point, rather than by following the contour of the ground. This method requires a measuring line long enough to reach the full distance from point to point and enough to be pulled taut without breaking.

### 8. Marking Techniques

The emplacement operation can be simplified and critical time saved if the point where the cache is to be buried is marked during the reconnaissance. If a night burial is planned, the point of emplacement may have to be marked during a daylight reconnaissance. This method should be used whenever operational conditions permit. The marker must be an object that is easily recognizable but that is meaningless to an unwitting observer. For example, a small rock or a branch with its butt placed at the point selected for the emplacement may be used. During a personal reconnaissance, the observer must not only pinpoint the cache site, but also gather all the incidental information required for planning the emplacement operation. It is especially important to determine the best route to the site and at least one alternate route, the security hazards along these routes, and any information that can be used to overcome the hazards. Since this information is also essential to the recovery operation, it must be compiled after emplacement and included in the final cache report. The personal reconnaissance also provides an excellent opportunity for a preliminary estimate of the time required for getting to the site.

### 9. The Alternate Site

As a general rule, planners should select an alternate site in case unforeseen difficulties prevent use of the best site. Unless the primary site is in a completely deserted area, there is always some danger that the emplacement party will find it occupied as they approach, or that the party will be observed as they near the site. The alternate site should be far enough away to be screened from view from the primary site, but near enough so that the party can reach it without making a second trip.

### 10. The Concealment Site

A site that looks ideal for concealment may be revealed to the enemy for that very reason. Such a site may be equally attractive to a native of an occupied country to hide his valuables.

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The only real key to the ideal concealment site is careful casing of the area combined with great familiarity with local residents and their customs. The following is a list of likely concealment sites:

- Natural caves and caverns, and abandoned mines and quarries.
- Walls (hidden behind loose bricks or stones or hidden a plastered surface).
- Abandoned buildings.
- Infrequently used structures (stadiums and other recreational facilities, and railroad facilities on spur lines).
- Memorial edifices (mausoleums, crypts, monuments).
- Public buildings (museums, churches, libraries).
- Ruins of historical interest.
- Culverts.
- Sewers.
- Cable conduits.

The concealment site must be equally accessible to the person placing and the person recovering. However, visits by both persons to certain interior sites may be incompatible with the cover. For instance, a site in a house owned by a relative of the placer may be unsuitable because there is no adequate excuse for the recovery person to enter the house if he has no connection with the owner. The site must remain accessible as long as the cache is needed. If access to a building depends upon a personal relationship with the owner, the death of the owner or the sale of the property might render it inaccessible. Persons involved in the operation should not be compromised if the cache is discovered on the site. Even if a cache is completely sterile, as every cache should be, the mere fact that it has been placed in a particular site may compromise certain persons. If the cache were discovered by the police, they might suspect the placer because it was found in his relative's house. The site must not be located where potentially hostile persons frequently visit. For instance, a site in a museum is not secure if police guards or curious visitors frequently enter the museum. To preserve the cache material, the placer must ensure the site is physically secure for the preservation of the cached material. For example, most buildings involve a risk that the cache may be destroyed or damaged by fire, especially in wartime. The placer should consider all risks and weigh them against the advantages of an interior site. A custodian may serve to ease access to a building or to guard a cache. However, the use of such a person is inadvisable, as a custodian poses an additional security risk. He may use the contents of the cache for personal profit or reveal its location.

### 11. The Burial Site

In selecting a burial site, consider the following factors along with the basic considerations of suitability and accessibility:

### 12. Drainage

This includes the elevation of the site and the type of soil. The importance of good drainage makes a site on high ground preferable unless other factors rule it out. Moisture is one of the greatest natural threats to the contents of a cache. Swamp muck is the most difficult soil to work in. If the site is near a stream or river, ensure that the cache is well above the all-year high-water mark so that it will not be uncovered if the soil is washed away.

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### 13. Ground Cover

The types of vegetation at the site will influence the choice. Roots of deciduous trees make digging very difficult. Coniferous trees have less extensive root systems. Also, the presence of coniferous trees usually means that the site is well drained. Does the vegetation show paths or other indications that the site is frequented too much for secure caching? Can the ground cover be easily restored to its normal appearance when burial is completed? Tall grass reveals that it has been trampled, while an overlay of leaves and humus can be replaced easily and will effectively conceal a freshly refilled hole.

### 14. Natural Concealment

The vegetation or the surrounding terrain should offer natural concealment for the burial and recovery parties working at the site. Planners should carefully consider seasonal variations in the foliage.

### 15. Types of Soil

Sandy loam is ideal because it is easy to dig and drains well. Clay soil should be avoided because it becomes quite sticky in wet weather and in dry weather it may become so hard that it is almost impossible to dig.

### 16. Snowfall and Freezing

If the cache must be buried or recovered in winter, data on the normal snowfall, the depth to which the ground freezes in winter, and the usual dates of freezing and thawing will influence the choice of the site. Frozen ground impedes digging and requires additional time for burial and recovery. Snow on the ground is especially hazardous for the burial operation. It is practically impossible to restore the snow over the burial site to its normal appearance unless there is more snowfall or a brisk wind. Also, it is very difficult to ensure that no traces of the operation are left after the snow has melted.

### 17. Rocks and Other Subsurface Obstructions

Large obstructions that might prevent use of a particular site can be located to some extent before digging by probing with a rod or stake at the exact spot selected for the cache.

### 18. Practical Exercises

Anyone who is expected to serve as a recovery person should have the experience of actually recovering dummy caches, if field exercises can be arranged securely. It is especially desirable for the recovery person to be able to master the pinpointing techniques. Mastery is best attained by practice in selecting points of emplacement and in drafting, as well as in following instructions.

### 19. Equipment

Although the equipment used in recovery is generally the same as that used in emplacement, it is important to include any additional items that may be required in recovery in the cache report. A probe rod may not be essential for emplacement, but it is necessary to have some object roughly the same size as the cache container to fill the cavity left in the ground by

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removal of a buried cache. Some sort of container of wrapping material may be needed to conceal the recovered cache while it is being carried from the cache site to a safe house.

### **20. Sketch of the site**

If possible, the observer should provide the recovery person with sketches of the cache site and the route to the cache site. If the recovery person must rely exclusively on verbal instructions, as in the case when communications are limited, he should draw a sketch of the site before starting on the recovery operation. He should use all the data in the verbal instructions to make the sketch as realistic as possible. Drawing a sketch will help to clarify any misunderstanding of the instructions. Also, a sketch can be followed more easily than verbal instructions. It may also be helpful for the recovery person to draw a sketch of the route from the immediate reference point to the site. But he should not carry this sketch on him because if he were apprehended the sketch might direct the enemy to the cache.

### **21. Preliminary Reconnaissance**

Checking the instructions for locating the cache may be advisable, especially when the recovery operation must be performed under stringent enemy controls or when there is no extra time for searching. Careful analysis of the best available map can minimize reconnoitering activity in the vicinity of the cache and thus reduce the danger of arousing suspicion. If recovery must be done at night, the recovery person should find the cache by daylight and place an unnoticeable marker directly over it.

### **22. Probe Rod**

The recovery person can avoid digging at the wrong spot by using a probe rod before starting to dig. He should push and turn the probe rod into the ground by hand, so that it will not puncture the cache's container. Never pound the probe rod with a hammer.

### **23. Procedure for Digging and Refilling the Hole**

The recovery procedure is the same as for the burial, except for two points. First, never use a pick for digging the hole because it might puncture the container and damage the cached items. Second, it may be necessary to fill the hole with other objects in addition to soil after the cache is removed. Sometimes it is possible to fill the hole with rocks, sticks, or other readily available objects at the site. If no such objects are found during the preliminary reconnaissance, the recovery person should carry to the site an object roughly the same size as the cache container.

### **24. Sterilization of the Site**

As with emplacement, the recovery operation must be performed in such a way that no traces of the operation are left. Although sterilization is not as important for recovery as for emplacement, it should be done as thoroughly as time permits. Evidence that a cache has been recovered might alert the enemy to clandestine activity in the area and provoke countermeasures.

### Packaging

Packaging usually involves packing the items to be cached, as well as the additional processing in protecting these items from adverse storage conditions. Proper packaging is important because inadequate packaging very likely will render the items unusable. Since special equipment and skilled technicians are needed for best results, packaging should be done at headquarters or a field packaging center whenever possible. However, to familiarize operational personnel with the fundamentals of packaging, so that they can improvise field expedients for emergency use, this section discusses determining factors, steps in packaging, wrapping materials, and criteria for the container.

#### Determining factors.

The first rule of packaging is that all processing is tailored to fit the specific requirements of each cache. The method of packaging, as well as the size, shape, and weight of the package is determined by the items to be cached, by the method of caching, and, especially, by the way the cache is recovered and used. For instance, if circumstances require one man to recover the cache by himself, the container should be no larger than a small suitcase, and the total weight of container and contents no more than 30 pounds. Of course, these limits must be exceeded with some equipment, but the need for larger packages should be weighed against the difficulties and risks in handling them. Even if more than one person is available for recovery, the material should be divided whenever possible into separate packages of a size and weight readily portable by one man. Another very important factor in packaging concerns adverse storage conditions.

Any or all of the following conditions may be present: moisture, external pressure, freezing temperatures, and the bacteria and corrosive chemicals found in some soil and water. Animal life may present a hazard; insects and rodents may attack the package. If the cache is concealed in an exterior site, larger animals also may threaten it. Whether the packaging is adequate usually depends upon how carefully the conditions at the site were analyzed in designing the cache. Thus, the method of caching (burial, concealment, or submersion) should be determined before the packaging is done. It is equally important to consider how long the cache is to be used. Since one seldom knows when a cache will be needed, a sound rule is to design the packaging to withstand adverse storage conditions for at least as long as the normal shelf life of the contents to be cached.

#### Steps in packaging

The exact procedure for packaging depends upon the specific requirements for the cache and upon the packaging equipment available. The following steps are almost always necessary in packaging.

1. Inspecting: The items to be cached must be inspected immediately before packaging to ensure they are complete, in serviceable condition, and free of all corrosive or contaminative substances.
2. Cleaning: All items that might corrode must be cleaned thoroughly immediately before the final preservative coating is applied. All foreign matter, including any preservative applied before the item was shipped to the field, should be removed completely.



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Throughout the packaging operation, all contents of the cache should be handled with rubber or freshly cleaned cotton cloths. Special handling is important because even minute particles of human sweat will corrode metallic equipment. Also, any fingerprints on the contents of the cache may enable the enemy to identify those who did the packaging.

3. **Drying:** When cleaning is completed, every trace of moisture must be removed from all items that could corrode. Methods of drying include: wiping with a highly absorbent cloth, heating or applying desiccant. Usually heating is best, unless the item can be damaged by heat. To dry by heating, the item to be cached should be placed in an oven for at least 3 hours at a temperature of about 110°F. An oven can be improvised from a large metal can or drum. In humid climates, it is especially important to dry the oven thoroughly before using it by preheating it to at least 212°F. Then, insert the equipment to be cached as soon as the oven cools down to about 110°F. If a desiccant is used, it should not touch any metallic surface. Silica gel is a satisfactory desiccant, and it is commonly available.
4. **Coating With a Preservative:** Apply a light coat of oil to weapons, tools, and other items with unpainted metallic surfaces. A coat of paint may suffice for other metal items.
5. **Wrapping:** When drying and coating are completed, wrap the items to be cached in a suitable material **(see paragraph below on Wrapping Materials.)** The wrapping should be as nearly waterproof as possible. Each item should be wrapped separately, so that one perforation in the wrapping will not expose all items in the cache. The wrapping should fit tightly to each item to eliminate air pockets, and all folds should be sealed with a waterproof substance.
6. **Packing:** Several simple rules must be observed when packing items in the container. All moisture must be removed from the interior of the container by heating or applying desiccant. A long-lasting desiccant should be packed inside the container to absorb any residual moisture. If silica gel is used, the required amount can be calculated by using the ratio of 15 kilograms of silica gel to 1 cubic meter of storage space within the container. (This figure is based on two assumptions: the container is completely moisture proof and the contents are slightly moist when inserted.) Therefore, the ratio allows an ample margin for incomplete drying and can be reduced if the drying process is known to be highly effective. Air pockets should be eliminated as much as possible by tight packing. Thoroughly dried padding should be used liberally to fill air pockets and to protect the contents from shock. Clothing and other items, which will be useful to the recovery party, should be used for padding if possible. Items made of different metals should never touch, since continued contact may cause corrosion through electrolytic action.
7. **Enclosing Instructions for Use of Cached Equipment:** Written instructions and diagrams should be included if they facilitate assembly or use of the cached items. Instructions must be written in a language that recovery personnel can understand. The wording should be as simple as possible and unmistakably clear. Diagrams should be self-explanatory since the eventual user may not be able to comprehend written instructions because of language barriers.
8. **Sealing & Testing Seals by Submersion:** When packing is completed, the lid of the container must be sealed to make it watertight. Testing can be done by entirely

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submerging the container in water and watching for escaping air bubbles. Hot water should be used if possible because hot water will bring out leaks that would not be revealed by a cold water test.

### Wrapping Materials

The most important requirement for wrapping material is that it be moisture proof. Also, it should be self-sealing or adhesive to a sealing material; it should be pliable enough to fit closely, with tight folds; and it should be tough enough to resist tearing and puncturing. Pliability and toughness may be combined by using two wrappings: an inner one that is thin and pliable and an outer one of heavier material. A tough outer wrapping is essential unless the container and the padding are adequate to prevent items from scraping together inside the cache. Five wrapping materials are recommended for field expedients because they often can be obtained locally and used effectively by unskilled personnel.

1. Aluminum Foil: For use as an inner wrapping, aluminum foil is the best of the widely available materials. It is moisture proof as long as it does not become perforated and provided the folds are adequately sealed. The drawbacks to its use for caching are that the thin foils perforate easily, while the heavy ones (over 2 mils thick) tend to admit moisture through the folds. The heavy-duty grade of aluminum foil generally sold for kitchen use is adequate when used with an outer wrapping. Scrim-backed foil, which is heat-sealable, is widely used commercially to package articles for shipment or storage. Portable heat-sealers that are easy to use are available commercially. Or, sealing can be done with a standard household iron.
2. Moisture-Resistant Papers: Several brands of commercial wrapping papers are resistant to water and grease. They do not provide lasting protection against moisture when used alone, but they are effective as an inner wrapping to prevent rubber, wax and similar substances from sticking to the items in the cache.
3. Rubber Repair Gum: This is a self-sealing compound generally used for repairing tires; it makes an excellent outer wrapping. Standard commercial brands come in several thicknesses; 2 mils is the most satisfactory for caching. A watertight seal is produced easily by placing two rubber surfaces together and applying pressure manually. The seal should be at least 1/2 inch wide. Since rubber repair gum has a tendency to adhere to items, an inner wrapping of non-adhesive material must be used with it, and the backing should be left on the rubber material to keep it from sticking to other items in the cache.
4. Grade C Barrier Material: This is a cloth impregnated with microcrystalline wax that is used extensively when packing for storage or for overseas shipment. Thus, it is generally available, and it has the additional advantage of being self-sealing. Although it is not as effective as rubber repair gum, it may be used as an outer wrapping over aluminum foil to prevent perforation of the foil. Used without an inner wrapping, three layers of grade C barrier material may keep the contents dry for as long as three months, but it is highly vulnerable to insects and rodents. Also, the wax wrapping has a low melting point and will adhere to many items, so it should not be used without an inner wrapping except in emergencies.

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5. Wax Coating: If no wrapping material is available, an outer coating of microcrystalline wax, paraffin or a similar waxy substance can be used to protect the contents against moisture. It will not provide protection against insects and rodents. The package should be hot-dipped in the waxy substance, or the wax can be heated to molten form and applied with a brush.

### The Container

The outer container serves to protect the contents from shock, moisture and other natural hazards to which the cache may be exposed to. Criteria for the Container The ideal container should be:

1. Completely watertight and airtight after sealing.
2. Noiseless when handled and its handles should not rattle against the body of the container
3. Resistant to shock and abrasion.
4. Able to withstand crushing pressure.
5. Lightweight in construction.
6. Able to withstand rodents, insects, and bacteria.
7. Equipped with a sealing device that can be closed and reopened easily and repeatedly.
8. Capable of withstanding highly acidic or alkaline soil or water.

### The Standard Stainless Steel Container

The standard stainless steel container comes in several sizes. Since the stainless steel container is more satisfactory than any that could be improvised in the field, it should be used whenever possible. Ideally, it should be packed at headquarters or at a field packaging center. If the items to be cached must be obtained locally, it is still advisable to use the stainless steel container because its high resistance to moisture eliminates the need for an outer wrapping. Packers should, however, use a single wrapping even with the stainless steel container to protect the contents from any residual moisture that may be present in the container when it is sealed.

### The Field Expedient Container

Obviously the ideal container cannot be improvised in the field, but the standard military and commercial containers discussed below can meet caching requirements if they are adapted with care and resourcefulness. First, a container must be sufficiently sturdy to remain unpunctured and retain its shape through whatever rough handling or crushing pressure it may encounter. (Even a slight warping may cause a joint around the lid to leak.) Second, if the lid is not already watertight and airtight, packers can make it so by improvising a sealing device. The most common type of sealing device includes a rubber-composition gasket or lining and a sharp metal rim that is pressed against common sealing device is a threaded lid. Its effectiveness can be increased by applying heavy grease to the threads. (Metallic solder should not be used for sealing because it corrodes metal surfaces when exposed to moisture.) Whenever any non-stainless metal container is used, it is important to apply several coats of high-quality paint to all exterior surfaces.

### Instrument Containers.

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Ordinarily, aircraft and other precision instruments are shipped in steel containers with a waterproof sealing device. The standard instrument containers range from 1/2 gallon to 10 gallon sizes. If one of suitable size can be found, only minimum modifications may be needed. In the most common type of instrument container, the only weak point is the nut and bolt that tightens the locking band around the lid. These should be replaced with a stainless steel nut and bolt.

### **Ammunition Boxes.**

Several types and sizes of steel ammunition boxes that have a rubber-gasket closing device are satisfactory for caches. An advantage of using ammunition boxes as a cache container, is that they are usually available at a military depot.

### **Steel Drums.**

A caching container of suitable size may be found among the commercially used steel drums for shipping oil, grease, nails, soap, and other products. The most common types, however, lack an adequate sealing device, so a waterproof material should be used around the lid. Fully removable head drums with lock-ring closures generally give a satisfactory seal.

### **Glass Jars.**

The advantage of using glass is that it is waterproof and does not allow chemicals, bacteria and insects to pass through it. Although glass is highly vulnerable to shock, glass jars of a sturdy quality can withstand the crushing pressure normally encountered in caching. However, none of the available glass container have an adequate sealing device for the joint around the lid. The standard commercial canning jar with a spring clamp and a rubber washer is watertight, but the metal clamp is vulnerable to corrosion. Therefore, a glass jar with a spring clamp and a rubber washer is an adequate expedient for short-term caching of small items, but it should not be relied upon to resist moisture for more than a year.

### **Paint Cans.**

Standard cans with reusable lids require a waterproof adhesive around the lids. It is especially important to apply several coats of paint to the exterior of standard commercial cans because the metal in these cans is not as heavy as that in metal drums. Even when the exterior is thoroughly painted, paint cans probably will not resist moisture for more than a few months.

## **Methods of Emplacement**

Since burial is the most frequently used method of emplacement, this section describes first the complete procedure for burial, followed by a discussion of emplacement procedures peculiar to submersion and concealment. The last area discussed is the preparation of the cache report-a vital part of a caching operation.

### **Burial**

When planners have designed a cache and selected the items for caching, they must carefully work out every step of the burial operation in advance.

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### Horizontal and Vertical Caches

Ordinarily, the hole for a buried cache is vertical (the hole is dug straight down from the surface). Sometimes a horizontal cache, with the hole dug into the side of a steep hill or bank, provides a workable solution when a suitable site on level or slightly sloping ground is not available. A horizontal cache may provide better drainage in areas of heavy rainfall, but is more likely to be exposed by soil erosion and more difficult to refill and restore to normal appearance.

### Dimensions of the Hole

The exact dimensions of the hole, either vertical or horizontal, depend on the size and shape of the cache container. As a general rule, ensures that the hole is large enough for the container to be inserted easily. The horizontal dimensions of the hole should be about 30 centimeters longer and wider than the container. Most importantly, it should be deep enough to permit covering the container with soil to about 45 centimeters. This figure is recommended for normal usage because a more shallow burial risks exposure of the cache through soil erosion or inadvertent uncovering by normal indigenous activity. A deeper hole makes probing for recovery more difficult and unnecessarily prolongs the time required for burial and recovery.

### Excavation Shoring

If there is a risk that the surrounding soil will cave in during excavation, boards or bags filled with subsoil may be used to shore the sides of the hole. Permanent shoring may be needed to protect an improvised container from pressure or shock.

### Equipment

The following items of equipment may be helpful or indispensable in burying a cache, depending upon the conditions at the site:

- Measuring instruments (a wire or metal tape and compass) for pinpointing the site.
  - Paper and pencil for recording the measurements.
  - A probe rod for locating rocks, large roots, or other obstacles in the subsoil. Two ground sheets on which to place sod and loose soil.
  - An article of clothing may be used for small excavation if nothing else is available.
  - Sacks (sandbags, flour sacks) for holding subsoil.
  - A spade or pickax, if the ground is too hard for spading.
  - A hatchet for cutting roots.
  - A crowbar for prying rocks.
- A flashlight or lamp if burial is to be done at night.

### The Burial Party

Aside from locating, digging, and refilling the hole, the most important factors in this part of the emplacement operation may be expressed with one word: Personnel. Since it is almost impossible to prevent every member of the burial party from knowing the location of the cache, each member is a prime security problem as long as the cache remains intact. Thus, planners must keep the burial party as small as possible and select each member with utmost

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care. Once selected, each member must have adequate cover to explain his absence from home or work during the operation, his trip to and from the site, and his possession of whatever equipment cannot be concealed on the way. Transportation for the burial party may be a problem, depending on the number of persons, how far they must go, and what equipment they must take. When planners have worked out all details of the operation, they must brief every member of the burial party on exactly what he is to do from start to finish.

### **The Operational Schedule**

The final step in planning the emplacement operation is to make a schedule to set the date, time, and place for every step of the operation that requires advance coordination. The schedule will depend mainly on the circumstances, but to be practical it must include a realistic estimate of how long it will take to complete the burial. Here generalizations are worthless, and the only sure guide is actual experience under similar conditions. Planners should consider three things with respect to scheduling. A careful burial job probably will take longer than most novices will expect. Therefore, if circumstances require a tight schedule, a dry run or test exercise before taking the package to the site may be advisable. Unless the site is exceptionally well concealed or isolated, night burial will be required to avoid detection. Because of the difficulties of working in the dark, a nighttime practice exercise is especially advisable. The schedule should permit waiting for advantageous weather conditions. The difficulties of snow have already been mentioned. Rainy weather increases the problems of digging and complicates the cover story. If the burial is to be done at night, a moonless or a heavy overcast night is desirable.

### **Site Approach**

Regardless of how effective the cover of actions during the trip to the cache site, the immediate approach must be completely unobserved to avoid detection of the burial. To reduce the risk of the party being observed, planners must carefully select the point where the burial party disappears, perhaps by turning off a road into woods. They should as carefully select the reappearance point. In addition, the return trip should be by a different route. The burial party should strictly observe the rule for concealed movement. The party should proceed cautiously and silently along a route that makes the best use of natural concealment. Concealed movement requires foresight, with special attention to using natural concealment while reconnoitering the route and to preventing rattles when preparing the package and contents.

### **Security Measures at the Site**

The burial party must maintain maximum vigilance at the caches site, since detection can be disastrous. The time spent at the site is the most critical. At least one lookout should be on guard constantly. If one man must do the burial by himself, he should pause frequently to look and listen. The burial party should use flashlight or lanterns as little as possible, and should take special care to mask the glare. Planning should include emergency actions in case the burial party is interrupted. The party should be so thoroughly briefed that it will respond instantly to any sign of danger. Planner should also consider the various escape routes and whether the party will attempt to retain the package or conceal it along the escape route.

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### **Steps in Digging and Refilling**

Although procedures will vary slightly with the design of the cache, persons involved in caching operations must never overlook certain basic steps. The whole procedure is designed to restore the site to normal as far as possible.

### **Site Sterilization**

When the hole is refilled, make a special effort to ensure that the site is left sterile and restored to normal in every way, with no clues left to indicate burial or the burial party's visit to the vicinity. Since sterilization is most important for the security of the operation, the schedule should allow ample time to complete these final steps in an unhurried, thorough manner. Dispose of any excess soil far enough away from the site to avoid attracting attention to the site. Flushing the excess soil into a stream is the ideal solution. Check all tools and equipment against a checklist to ensure that nothing is left behind. This should include all personnel items that may drop from pockets. To keep this risk to a minimum, members of the burial party should carry nothing on their persons except the essentials for doing the job and covering their actions. Make a final inspection of the site for any traces of the burial. Because this step is more difficult on a dark night, use of a carefully prepared checklist is essential. With a night burial, returning to the site in the daytime to inspect it for telltale evidence may be advisable, if this can be done safely.

### **Concealment**

There are many different ways to conceal a cache in natural or ready-made hiding places. For instance, if a caching party were hiding weapons and ammunition in a cave, relying entirely on natural concealment, the emplacement operation would be reduced to simply locating the site. No tools would be needed except paper, pencil and a flashlight. On the other hand, if the party were sealing a packet of jewels in a brick wall, a skilled mason would be needed, his kit of tools, and a supply of mortar expertly mixed to match the original brick wall. When planning for concealment, planners must know the local residents and their customs. During the actual emplacement, the caching party must ensure the operation is not observed. The final sterilization of the site is especially important, since a concealment site is usually open to frequent observation.

### **Communications equipment**

As a general rule, all equipment for a particular purpose (demolitions, survival) should be included in one container. Some equipment, however, is so sensitive from a security standpoint that it should be packed in several containers and cached in different locations to minimize the danger of discovery by the enemy. This is particularly true of communications equipment, since under some circumstances anyone who acquires a whole RT set with a signal plan and cryptographic material would be able to play the set back. An especially dangerous type of penetration would result. In the face of this danger, the signal plan and the cryptographic material must never be placed in the same container. Ideally a communications kit should be distributed among three containers and cached in different locations. If three containers are used, the distribution may be as follows:

- Container #1: The RT set, including the crystals.



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- Container #2: The signal plan and operational supplies for the RT operator, such as currency, barter and small arms.
- Container #3: The cryptographic material.

When several containers are used for one set of equipment, they must be placed far enough apart so that if one is discovered, the others will not be detected in the immediate vicinity. On the other hand, they should be located close enough together so that they can be recovered conveniently in one operation. The distance between containers will depend on the particular situation, but ordinarily they should be at least 10 meters apart. One final reference point ordinarily is used for a multiple cache. The caching party should be careful to avoid placing multiple caches in a repeated pattern. Discovery of one multiple cache would give the opposition a guide for probing others placed in a similar pattern.

### Medical equipment

A feasibility study must be performed to determine the need for the caching of medical supplies. The purpose of caches is to store excess medical supplies, to maintain mobility, and deny access to the enemy. Also caching large stockpiles of medical supplies allows prepositioning vital supplies in anticipation of future planned operations.

### Cache Report

The final step, which is vital in every emplacement operation, is the preparation of a cache report. This report records the essential data for recovery. The cache report must provide all of the information that someone unfamiliar with the locality needs to find his way to the site, recover the cache, and return safely. The report format follows.

#### THE TWELVE-POINT CACHE REPORT

1. Type of Cache
2. Method of Caching
3. Contents
4. Description of Containers
5. General Area
6. Immediate Area
7. Cache Location
8. Emplacement Details
9. Operational Data and Remarks
10. Dates of Emplacement and Duration of the Cache
11. Sketches and Diagrams
12. Radio Message for Recovery Content

The most important parts of the cache report must include instructions for finding and recovering the cache. It should also include any other information that will ease planning the recover operation. Since the details will depend upon the situation and the particular needs of each organization, the exact format of the report cannot be prescribed. The Twelve-Point cache Report is intended merely to point out the minimum essential data. Whatever format is

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used, the importance of attention to detail cannot be overemphasized. A careless error or omission in the cache report may prevent recovery of the cache when it is needed.

### **Procedure**

The observer should collect as much data as possible during the personal reconnaissance to assist in selecting a site and planning emplacement and recovery operations. Drafting the cache report before emplacement is also advisable. Following these procedures will reveal the omissions. Then the missing data can be obtained at the site. If this procedure is followed, the preparation of the final cache report will be reduced to an after-action check. This check ensures that the cache actually was placed precisely where planned and that all other descriptive details are accurate. Although this ideal may seldom be realized, two procedures always should be followed:

1. The caching party should complete the final cache report as soon as possible after emplacement, as details are fresh in mind.
2. Someone who has not visited the site should check the instructions by using them to lead the party to the site. When such a person is available, they should visit the site shortly after emplacement, provided he can do so securely. If the cache has been embraced at night, a visit to the site in daylight may also provide an opportunity to check on the sterilization of the site.

## **Temporary Concealment Spots**

The DEA Stash and Hideout Handbook was obtained via covert means from the U.S. Drug Enforcement Administration. This information has been classified "Top Secret" for DEA officers, and is information the DEA uses. This is the actual list used in seminars conducted to train narcotics officers in search and seizure of drugs and contraband items. These seminars instruct many military, state, local, and foreign narcotics officers. The places listed here are not checked in every search, nor are these the only places searched.

### **Concealment in the Home**

- Under or in the mailbox
- In flower pots and window boxes
- Inside hollow doors (removable tops)
- Inside door chimes and door bell
- Behind plumbing inspection doors
- In doorknobs
- Under or in dog collars
- Hanging out windows
- In rolled-up window shades
- On or under window ledge next door
- On top of window, door sills, moldings
- In fire and water hoses
- In or on cellar beams

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- Taped to movable clothesline
- Behind exterior brick near window
- Inside fuse boxes
- In conduit from fuse box
- Inside fire alarm bell
- In dog houses
- In rain gutters and drain spouts
- Inside abandoned plumbing
- In attic insulation
- Inside or under furnace
- In hollowed-out tree
- Within fuel of oil heaters
- Under lip ring of plastic trash cans
- Under tile steps of backyard
- Under fence post tops
- Inside rabbit hutch
- In pay telephone coin return
- In telephone base and handle
- Behind wall phones
- Under telephone name plate
- In clothesline pipe
- In refrigerator (under food, fruit containers, eggs, mayonnaise, taped under door, inside motor compartment)
- Inside garbage disposal unit
- Behind electric baseboard heaters
- Inside string mop
- Under ironing board cover
- On bottom of dog food bag
- Bottom half of double boiler
- In ironing board legs
- Under toaster tray
- Inside plastic rolling pin
- Inside knife handles
- In clock
- In hot-air ducts
- In stove pipes
- In garbage bags
- In bromo seltzer, cough syrup, prescription drug bottles
- In baked bread, cookies, brownies, and candy bars
- Built inside room dividers
- Behind kick plates of sink cabinets
- In stove insulation, exhausts, and drip pans
- Within tea bags
- Above acoustic tile ceilings

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- Inside tinfoil tube
- Inside paper towel tube
- In salt and pepper shakers
- In waxed-paper dispensers
- In spice jars
- In all kitchen canisters and containers
- In hollowed fruits and vegetables
- In or on chandelier
- Within agitator of clothes washer
- On, behind, or above Venetian blinds
- In fluorescent light tubes
- Behind wall and ceiling light fixtures
- Inside light housing
- Behind light switches
- Inside or behind electric sockets
- In removable air-conditioning registers
- In range hood and filter
- Inside deep well fryers
- Behind baseboards
- Inside flashlights
- Closet clothing (In waistbands, pens, sleeves, hat bands, shoes, gloves)
- Behind picture frames, posters, and mirrors
- In seams of field cots and hollow cap of cot legs
- Inside hassocks
- Inside and under wigs
- Behind walls
- In hollow bedposts
- In furniture upholstery
- In golf bags
- In toys, stuffed animals, and games
- Inside child's bank
- Taped in dresser and behind drawers
- Inside concealed magnet boxes
- Inside zippered cushions
- Inside pipe rack stand
- In false-bottomed baby carriage and cribs
- In footlockers
- In hem of drapes and curtains
- In hidden drawers in tables
- Inside letters
- In dolls
- In art kits
- Bible (hollow cover) and other books (hollow pages)
- Inside jewelry boxes

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- Mixed with tobacco
- Taped to hat or shoe boxes
- Inside tube and barrel of air rifle
- In bird cage
- In typewriters and typewriter covers
- Inside hollow chess players and boards
- Inside hollow canes and umbrellas
- In fireplace ash clean-out bin
- Inside base of rabbit antenna
- Inside TV set
- Inside TV antenna
- Inside altered picture tube or other components
- Within hollowed-out pad of paper
- In surf boards, skis and other sports equipment
- Inside Christmas tree decorations
- Inside handle of vacuum cleaners
- Inside and behind vacuum cleaner bag
- In tool box
- Inside cameras
- In record albums
- In fish tanks
- Inside patch trap of antique rifle
- Inside rifle cartridges and shotgun shells
- Behind rifle butt plates
- Inside carpenter's toolbox
- Inside candlestick holders
- Inside ceramic and clay figurines
- Inside rolled-up newspaper
- Inside trophies
- In test tubes
- Inside crucifix
- Inside sealed and opened cigarette packages
- Inside stairway posts
- Inside transistor radio
- Inside speakers
- Inside other stereo components
- In musical instruments and cases

### **Concealment in Bathroom**

- Inside douche bags
- Within sanitary napkins and in box
- In razor blade dispenser
- In hollowed-out flashlight batteries

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- Inside talcum powder, cold cream, and Vaseline containers
- In electric toothbrush holder
- In toothpaste tubes
- In clothes hamper
- Hung behind curtains
- Inside false ceilings and chimneys
- In or behind sink traps
- In bases of lamps
- Under washbowl, sink, or tub
- At bottom of pet litter box
- Inside hollow curtain rods, shower curtain rods, and within closet rods
- Under false bottom on radiator covers
- Inside toilet tanks
- Inside toilet bowl float
- Taped to top of toilet bowl
- Within false aerosol cans
- In Band-aids and Band-Aid boxes
- Inside stick deodorant containers
- Within hollow soap bars
- Under panel or parquet floors
- Inside toilet paper roll
- In clothes-pin bag
- Inside hollow handle of toilet bowl brush
- In after shave, cologne, or cosmetic bottles
- Behind and inside medicine cabinets
- Inside shaving brush handles
- In hair dryer
- In shower nozzle head
- In razor blade disposal box
- In or behind legs of old-style bath tub

### **Concealment in Vehicle**

- Inside horn
- In air filter
- In false heater hose
- In heater
- In false battery
- In oil filter
- In windshield washer bag
- In carburetor
- Inside oil cap
- In false dual muffler
- In hollow voltage regulator

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- On top of gas tank (suspended or concealed in compartment)
- In 35 mm film cans
- Under rocker panels
- Tied to axle
- Underside of fender
- In tail pipe
- In insulation under hood
- Under chrome
- Behind Volkswagen battery box
- Inside trunk lids
- Inside tubing on roof racks
- Under tire air valve caps
- Taped behind bumper
- In antenna base
- Taped to rolled-down window
- Behind license plates
- Attached to frame of car
- Behind headlights and taillights
- Within hub caps
- In picnic jug in trunk
- In double roof of surplus police cars
- Within spare tire and tire well
- In convertible top
- In trunk
- In fuse box
- Under false bottom of trunk beds
- In cigarette lighter
- Under floorboards
- Under front seat
- Under back seat
- Within vents (air and heater)
- In glove compartment -- top of compartment or trap
- Within door
- Behind radio speaker grill
- In shift knob
- In steering column
- In dome light
- In and under ashtrays
- Inside key case
- In service station travel kits
- Under brake and gas pedals
- In or behind sun visors
- Under carpet
- Behind or within false radio



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- Inside a hide-a-key container
- Pill vials
- Under floor mats
- Within upholstery
- Behind instrumental panel
- Under ornamental objects on dashboard
- Within compartments under floor of older VWs and Jeeps
- Inside floor consoles
- Inside dash knobs
- Within arm rests
- Inside flashlight
- Inside toolbox
- Inside light sockets

### **Concealment in motorcycle**

- Behind taillights
- Under seats
- Inside handlebar tubing
- Inside battery box
- In toolbox
- Rolled up inside sleeping bag or other carried items
- Concealed compartment in custom gas tank
- Inside lining of motorcycle helmet
- In concealed pockets in padded clothing
- Behind headlight
- Behind instrument gauges
- Inside tires

### **Concealment on person**

- Inside false caps on teeth
- Swallowed with string tied to teeth
- Under false teeth
- Loose in mouth
- Behind or in ears
- In glass eyes
- In nose
- Taped under breasts
- In brassiere
- Under Band-aids and bandages
- Within rectum
- Within vagina
- Between cheeks of buttocks

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- Under foreskin of penis
- Inside feces bag
- In false leg, arm, foot, etc.
- In or behind womens' hair barrettes
- Under processed hair, hair buns, or wigs
- In hearing aids mounted on eyeglasses or within ears
- In earrings
- In rings
- Inside neck and wrist locket, bracelets, and charms
- Inside ID bracelets
- In plaster or plastic casts
- Under hat bands
- In hats
- Under military cap insignia
- Under lapel and shoulder patches
- Behind campaign ribbons and uniform brass
- In love beads
- In fountain pens
- In money belts, slit or zippered
- In tie pins, clasps, and cuff links
- In lining of clothing
- Within false buttons
- Under lapels of jacket and coats
- Inside back of watch
- In pockets
- In eyeglass case
- In corsets
- In tie knot of tie and handkerchiefs
- Jockstraps
- Wallet
- In hollow belt buckles
- Inside fly flap of trousers
- Pinned to shorts
- In swimming trunks
- In male or female girdle
- Inside cuffs and waistbands
- In socks and shoes
- In baby's diapers
- In lipstick tube
- In tobacco tins and pouches
- In cigarette package
- In cigarette lighters
- Inside hollowed-out crutches
- In hollow end of cane or umbrella

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- In Thermos jug cavity or lining
- In canteens
- In addressed envelopes
- Within liners of luggage

## USB dead drops

To share data anonymously you may want to deposit information on concealed USB flash drives or MicroSD cards. It is very similar to geocaching but with data.

To install a USB drive in a tree, you will need the following tools and materials:

- USB flash drive
  - Plumber's tape
  - Wood Glue
  - Cordless Drill
  - Drill bit
  - Screwdriver, or other tool to pry open the flash drive
1. The first step is to open up the housing of the flash drive and remove all the unnecessary plastic. You can usually pry open the housing with a small screw driver or knife. Another option is to just squeeze the housing with a pair of pliers at the seam. Continue removing parts until only the USB connector and the circuit board remain.
  2. Wrap the USB Drive in Plumber's Tape. Applying a layer of plumber's tape around the circuit board of the drive helps to keep it a little more protected. Don't go overboard, one or two layers is plenty.
  3. Select a dead tree to locate your dead drop. I do not recommend using a healthy tree for this project. In addition to the damage caused by drilling, the cavity that you create also provides a potential site for mold, rot and insects to take up residence. Because of this, I recommend using a tree that is obviously dead, fallen over, or just a stump.
  4. Drill Holes in the Trunk to Make Room for Your USB Drive. The USB connector and board of a typical USB drive is about 0.51inch (13mm) wide x 0.20inch (5mm) thick. There are a number of ways that you can drill out a slot to accommodate for it. The simplest and fastest method is to drill a single hole that is large enough to fit the whole drive inside of it. A 1/2" drill bit will usually suffice for this. If you want to make a smaller imprint on the surface and make the end product look a little cleaner, you can drill a series of smaller holes in a line to make a slot. Each hole should be the same thickness as the USB drive (about 0.64cm). Then you can finish the shaping with a knife or file. Be sure to drill your hole in a part of the tree that is solid and free from rot.
  5. Clear the saw dust and wood shavings from the hole by blowing on it. Then fill the hole most of the way with wood glue. Slowly insert the USB drive into the hole until the back edge of the metal on the connector port is even with the surface of the tree. Some of the glue will squeeze out around the edges. Wipe off the excess using some nearby leaves. Once the glue dries, you have a USB dead drop site out in nature. If you wish

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to prolong the life of the drive, you can put a cap on it (or over it) to at least partially protect it from the weather.

6. The last step is to upload the instruction text files and any other files that you want to share.

This is just one example. You can use your imagination to conceal flash drives in nature and urban environments. MicroSD cards are smaller than USB flash drives and can be concealed much better. For examples see **Temporary Concealment Spots**.

## **Intelligence**

In any type of warfare, intelligence about the enemy is paramount. If you are not doing a good job of it, you will lose. Information is not intelligence, information is just something someone said. If you can confirm the information through other independent sources, it becomes intelligence. In the military, it is not enough to simply have the proper clearance to get intelligence on a subject. You must have the need to know. Intelligence is provided only to those who need it in order to accomplish their mission. Intelligence matters must be held in secret because if the enemy knows you have a certain piece of information, that information becomes worthless to you. It can also compromise your sources or, even worse, cause the enemy to change his actions, which can lead to your defeat.

By whatever means, the sources of information at the disposal of the urban guerrilla should be better than the police. The enemy is observed by the people, but he does not know who among the people transmits information to the urban guerrillas. Intelligence is crucial. The urban guerrilla must acquire information about the plans and movements of the enemy; where they are, how they move, their resources, their means of communication, and the secret activities they carry out. ZOG has no way to defend itself in the face of an important leak which facilitates our destructive attacks. The enemy also wants to know what actions we are planning so he can destroy us or prevent us from acting. In this sense, the danger of betrayal is present, and the enemy encourages betrayal and infiltrates spies into the guerrilla organization. All spies, informers and traitors should be killed as soon as possible. Intelligence cannot all be reduced to a matter of knowing the enemy's moves and avoiding the infiltration of spies. Intelligence information must be broad including the most seemingly insignificant material.

There is a technique of obtaining information, and the urban guerrilla must master it. Following this technique, intelligence information is obtained naturally, as a part of the life of the people. The urban guerrilla, living in the midst of the population and moving about among them, must be attentive to all types of conversations and human relations, learning how to disguise his interest with great skill and judgment. In places where people work, study, and live, it is easy to collect all kinds of information on payments, business, plans of all kinds, points of view, opinions, people's state of mind, trips, interior layout of buildings, offices and rooms, operations centers, etc. Observation, investigation, reconnaissance, and exploration of the terrain are also excellent sources of information. The urban guerrilla never goes anywhere absentmindedly and without revolutionary precaution, always on the alert lest something occurs. Eyes and ears open, senses alert, his memory is engraved with everything necessary, now or in the future, to the continued activity of the guerrilla fighter.

Intelligence is not something deduced; it has to be sought, and it has to be worked for. This means it must be planned and controlled. As in any operation, planning cannot be overemphasized. Intelligence operations are the responsibility of the resistance intelligence officer. The following functions are within the organization of the intelligence section:

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- Underground. This is the branch that consists of spies, informants, their handlers, and the operatives that perform such tasks as sabotage, infiltration of the enemy's institutions, mob control, and assassination.
- Information Officer. The information officer is responsible for such things as psychological operations, providing information and spreading propaganda to the people and the outside world.
- Military Intelligence. It is this group's job to gain and maintain intelligence on enemy military units, their emplacements, methods of operating, commanders, weapons, logistics, strengths, weaknesses, and what is termed the enemy's "order of battle."
- Counterintelligence. Methods and procedures must be devised and enforced to prevent or minimize the enemy's ability to develop intelligence about the resistance.

Knowledge of the enemy's dispositions can only be obtained from other men. Hence the use of spies, of which there are five classes:

1. Local spies: Having local spies means employing the services of the inhabitants of an enemy territory.
2. Moles: Having moles means making use of officials of the enemy.
3. Double agents: Having double agents means getting hold of the enemy's spies and using them for our own purposes.
4. Doomed spies: Having doomed spies means doing certain things openly for purposes of deception and allowing our spies to know of them and report them to the enemy (in other words, spies that are considered expendable and thus are given fabricated information).
5. Surviving spies: Surviving spies are those who bring back news from the enemy's camp.

When these five kinds of spy are all at work, none can discover the secret system. This is called 'divine manipulation of the threads.' It is the commander's most precious faculty. Hence it is that which none in the whole army are more intimate relations to be maintained than with spies. None should be more liberally rewarded. In no other fields should greater secrecy be preserved. "(1) Spies cannot be usefully employed without a certain intuitive sagacity; (2) They cannot be properly managed without benevolence and straightforwardness; (3) Without subtle ingenuity of mind, one cannot make certain of the truth of their reports; (4) Be subtle! Be subtle! And use your spies for every kind of warfare; (5) If a secret piece of news is divulged by a spy before the time is ripe, he must be put to death together with the man to whom the secret was told. "Whether the object be to crush an enemy, to storm a territory, or to kill an enemy general, it is always necessary to begin by finding out the names of the attendants, the aides-de-camp, and door-keepers and sentries of the general in command. Our spies must be commissioned to ascertain these. "The enemy's spies who have come to spy on us must be sought out, tempted with bribes, led away, and comfortably housed. Thus they will become double agents and available for our service. It is through the information brought by the double agent that we are able to acquire and employ local and inward spies. It is owing to his information, again, that we can cause the doomed spy to carry false tidings to the enemy. "Lastly, it is by his information that the surviving spy can be used on appointed occasions. The end and aim of spying in all its five varieties is knowledge of the enemy; and

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this knowledge can only be derived, in the first instance, from the double agent. Hence it is essential that the double agent be treated with the utmost liberality. "Hence it is only the enlightened and wise general who will use the highest intelligence of the army for purposes of spying and thereby they achieve great results. Spies are the most important asset, because on them depends an army's ability to march." Chang Yu (Sung Dynasty), interpreting Sun Tzu, said, "In our dynasty Chief of Staff Ts'ao once pardoned a condemned man whom he then disguised as a monk and caused to swallow a ball of wax and enter Tangut. When the false monk arrived he was imprisoned. The monk told his captors about the ball of wax and soon discharged a stool. When the ball was opened, the Tanguts read a letter transmitted by Chief of Staff Ts'ao to their Director of Strategic Planning. The chieftain of the barbarians was enraged, put his minister to death, and executed the spy monk. This is the idea. But expendable agents are not confined to only one use. Sometimes I send my agents to the enemy to make a covenant of peace and then I attack."

## Cell Organization

The underground is primarily organized into cells. The reason for this organization is security. The individual agent does not know the other agents; he has operational contact with the cell handler only. The cell handler manages the cell. At most, only four people can be compromised. The cell handler reports to a network manager through a "cutout". Net managers get their orders and direction from the area underground director. The director reports to the area commander.

All communications between cell handlers and the net manager is through the cutouts. All communications are clandestine. None of the individuals know each others real names or identities. Here is an example of a possible communication technique. The cell handler knows that he is to watch for a mark of a certain color on a certain day at a certain location. If that mark is present, he must pick up a message at a secret location. This message will be left at a hiding place that is known to him, such as behind a loose brick. This is known as a "dead letter drop." This message may contain instructions or a requirement for information. Often this message will contain instructions on the location and marking signal of the next dead drop. The person that drops the message may go to a distant location to casually observe the drop site to ensure that the message is picked up within a certain window of time and that the handler has not been followed. If it is not picked up at the proper time, it is considered null and void. Sometimes cells can be given instructions or signals via a radio broadcast. The cell member would listen for a code at a certain time on a known frequency. Often, it may be necessary to pass items between the cell and the net manager. Instructions may be given at a drop to meet someone at a certain place at a specific time. Instructions would include "all clear" and authentication codes. The information is passed between the operatives in a way that raises no suspicion. Usually, the person that takes on the function of cutout in this situation is not the usual cutout but a courier whom the cell handler has never seen.

To illustrate this, the following example is submitted. The cell handler has become aware of enemy plans that will directly affect resistance operations. The standard operating instructions



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for the network provides for priority communications between the handler and net manager by a prearranged signal. This is a clandestine signal that is monitored perhaps daily to tell either party that a priority communication is required. In order to keep it secret, this means is rarely used. A message is passed from the handler to a courier acting as a cutout after observing proper authentication signals and codes. The exchange may be monitored by the net manager from a distance to ensure that the transfer is not compromised in any obvious way. If the net manager feels that the transfer was not compromised, he leaves a signal to indicate to the courier that he can transfer the message. If the signal is not present, the courier goes to an alternate signal location at a designated time to look for the signal. Upon recognizing the all-clear signal, the courier leaves a signal at another location to indicate that he feels that he has not been compromised and has recognized the all clear left by the net manager. The courier then performs the transfer to the net manager using a preplanned technique such as dead letter drop or face-to-face exchange using proper recognition codes and authentication phrases. From the time this operation is started, all personnel use evasive techniques to determine if they are being followed and to prevent it. Individuals act casual and do not take actions that would raise suspicions, even if they are being watched. Any signal left should be made in a preplanned way that would be difficult to recognize if someone were watching. For example, while palming a small piece of specific colored crayon, the person leaving the mark stops to pull up his sock. While doing so, he rests his hand against the wall to balance himself, leaving a small colored mark as the predesignated signal. Similarly, when an individual looks to see if a signal has been left, it should not be obvious. This procedure takes time, because this type of operation should not be hurried. If a member of the underground is compromised, he can be captured at best. At worst, he will not know of the compromise, and others could be compromised. This can make the cell ineffective for an extended period.

### Establishment of intelligence networks

The resistance intelligence officer divides the operational area into logical zones. These zones will probably be along the lines established by the resistance command. The intelligence officer places a trained intelligence operative in charge of the underground in each zone with the mission of establishing and maintaining an effective intelligence-gathering organization in that zone. We will call this operative a "zone leader." The zone leader establishes his staff and develops a detailed written assessment of known information about the area, to include, but not limited to:

- Enemy leaders
- Military installations and units (to include unit designations)
- Potential targets
- Climate
- Industry
- Transportation
- Political, economic, and social problems and strengths
- Enemy strengths and weaknesses
- Educational institutions
- Religion and religious leaders
- Ethnic makeup
- Local attitudes toward the enemy

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- Communication facilities
- Geography
- History

All information is categorized and indexed in a form that will allow quick and easy retrieval and update. Whatever methods are used, they must be carefully controlled, and there should be a backup. They should also be capable of being destroyed easily and quickly. Information about enemy military units should be plotted on a map using standardized military symbols. This information should be maintained and kept as up to date as possible. Zones can be logically divided into smaller areas. These areas can be given names. These names are used to store information about the areas for easy retrieval. As an example, if the information is to be stored in an indexed file, it is stored by the given name for easy access.

### Recruitment

In each area, spotters will be placed. Spotters live in the area and either are or become intimately aware of the people in the area who may be inclined to be sympathetic to the resistance. They also look for individuals who are aggressive in their opposition to the resistance. The people the spotter looks for are potential agents in the network or potential targets for termination. Potential agents must be intelligent and motivated ideologically against the enemy. Tu Yu said, "We select men who are clever; talented, wise, and able to gain access to those of the enemy who are intimate with sovereign and members of the nobility. Thus they are able to observe the enemy's movements and learn of his doings and his plans. Having learned the true state of affairs, they return to tell us. Therefore they are called 'living' agents. " Tu Mu said, "These are people who can come and go and communicate reports. As living spies we must recruit men who are intelligent but appear to be stupid; who seem to be dull but are strong in heart; men who are agile, vigorous, hardy, and brave; well-versed in lowly matters and able to endure hunger; cold, filth, and humiliation. "Of all those in the army close to the commander; none is more intimate than the secret agent; of all rewards none are more liberal than those given to secret agents; of all matters, none is more confidential than those relating to secret operations. " Sun Tzu said, "If plans relating to secret operations are prematurely divulged, the agent and all those whom he spoke of them shall be put to death. " The spotter must not let it be known that he is a spotter. He must not raise any suspicion. The spotter only identifies candidates. He gives information about the candidates to a recruiter. Such candidates can be classed as sympathetic and unsympathetic.

### Sympathetic

Sympathetic candidates are those who are not aligned with the enemy and tend to dislike the enemy. They include:

- Persons who have a relative or friend who has been harmed by the enemy.
- Persons who have seen injustice and mistreatment by the enemy.
- Loners who have few friends but tend to sympathize with the resistance or are disaffected by the enemy government.
- Prostitutes who are patronized by enemy leaders or soldiers.
- Intellectuals who realize the harm the enemy oppression is causing to the people.

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In the case of sympathetic candidates, the recruiter for that area attempts to recruit the individual to serve the resistance underground. The recruiter usually will try to establish a friendship with the candidate and gain his/her trust. (Recruiters should be good at dealing with people and persuasive.) From the beginning, the recruiter attempts to analyze the candidate's psychology, political inclinations, goals, fears, and ambitions. He must be careful not to patronize or be overly aggressive in developing a relationship with the candidate. If and when the recruiter feels the candidate would be sympathetic to helping the resistance, he attempts to recruit him or her. Often the recruiter can accomplish this without the candidate realizing that it is deliberate. This is desirable for more than one reason. For security reasons, the recruiter will want to leave the area after all recruiting in that area has been accomplished (ideally, all recruitment is culminated at the same time). Also, the candidate could resent an obvious recruitment if he/she realizes this is why the recruiter was interested in befriending the candidate. The recruiter introduces an agreeable candidate to a handler. The handler adds the new agent to his cell. The handler trains the recruits and guides them in the gathering of information, clandestine communications, countersurveillance, etc.

### Unsympathetic

Unsympathetic candidates tend to be neutral or aligned with the enemy but are vulnerable perhaps due to something they have done or could be tempted into doing (financial problems, alcoholism, drug addiction, infidelity, etc.). Enemy leaders who can be compromised, blackmailed, bribed, or threatened. Enemy military personnel with weaknesses that the spotter has identified. Government employees in key positions such as postal personnel, clerks for leaders, couriers, security personnel, logistical personnel, communications experts, etc.

### Enemy agents.

"When the enemy sends spies to pry into my accomplishments or lack of them, I bribe them lavishly, turn them around, and make them my agents." (Li Ch'uan, c. 618-905 A.D)

Unsympathetic candidates can be spotted and recruited in much the same way as sympathetic candidates, but it normally requires a different motivation, whether it be, as examples, fear of being compromised after being photographed with the wrong person or doing the wrong thing. Another approach is for the recruiter to ask a seemingly small favor that is a minor breach of security and then pay for it. The payment could be much more than the information is worth, and such small favors can continue until the recruiter asks for a larger favor. If the individual refuses, he is threatened with exposure. Photographs, canceled checks, and other forms of proof can be used to put teeth in the threat. If this person does not cooperate or if the recruiter feels the individual may go to the authorities, he should be lured to a place that allows his termination and the escape of the recruiter. The recruiter will leave the area because of his association with the individual. If the candidate has intimate knowledge of an enemy installation that is a planned target, he could give up much information to a recruiter in casual conversation. If the target is to be attacked, the candidate can be kidnapped after being lured to an area where there are no witnesses and interrogated for detailed information that will assist in the attack. Last but not least, information can often be bought. If information is paid for but turns out to be false, action should be taken to ensure

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the individual understands his mistake and doesn't make it again, and that others gain enlightenment from his mistake.

### **Information Flow**

The flow of information is from the cells up to the area command. Only the area command maintains the information and processes it into intelligence. This is not to say that at lower levels within the command individual leaders do not try to catalog information and process it mentally; they just don't process it before passing it up. The area command has much better resources to check the information for authenticity and accuracy. It can also be compared with intelligence gained from other areas to form a bigger picture of enemy strategy, capabilities, strengths, and weaknesses. Intelligence ultimately is disseminated on a need-to-know basis only to allow secure planning of operations and enhance the security of subordinate units.

### **Military Intelligence**

Military intelligence requires a separate group to gain and maintain intelligence on enemy military units, their emplacements, methods of operating, commanders, weapons, logistics, strengths, weaknesses, discipline, and tactics. To gain information, the military branch of the resistance conducts operations. Very often, information is obtained during both offensive and defensive tactical operations. Operations conducted with the specific purpose of gaining information consist of, but are not limited to reconnaissance and prisoner snatches.

## **Reconnaissance**

Small teams are sent out to observe and not be detected. If they are detected, the information may not be as useful, or they may be overwhelmed by a superior enemy force. They may be sent to confirm or deny other sources of information or to gather information that will be used for the planning of local operations. Recon teams can be used to watch trails, roads, rivers, and other transportation corridors. They can watch small towns, villages, and enemy facilities and encampments. Teams make detailed notes and drawings. They note when and where things are seen or happen.

### **Prisoner Snatch**

Teams can be sent to capture an enemy soldier or government official. Because of the need for surprise, a small team is usually used. Larger units may be stationed to support the snatch team after seizure of the target. Usually, silent capture is desirable because of the likelihood of enemy reaction. Techniques used for the snatch will depend upon the situation, but regardless of what techniques are used, they are characterized by detailed planning and preparation, surprise, stealth, speed, overwhelming superiority, and support. NOTE: One thing to bear in mind when deciding the method of disabling the target is that excessive blood loss causes shock. Shock causes death. Dead men cannot talk.

The snatch team may recon the area to determine the best location and time to execute the operation. Detailed information is needed on such things as routes and methods of enemy travel, size of patrols, size of point elements, security measures, weapons, readiness (do they

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carry their weapons at the ready?), alertness, discipline, and techniques for such things as gathering supplies, and relieving themselves (do they use the buddy system?). Specific questions to be answered include when does the enemy sweep roads in the area? How far do they sweep on each side? Are routes to and from enemy watering points and latrines guarded? What areas along enemy routes of travel are difficult to observe? What are the best approaches to and from the enemy routes of travel? Once the snatch team has the information it needs, the leader finalizes plans. The team will have rehearsed the technique to be used before entering the area. The best routes of approach and withdrawal are selected, and whatever support is available is briefed. In Vietnam, American forces had the advantage of air support. When snatch operations were conducted they could request for extraction. This will most likely not be available to the insurgent. Instead, the enemy may have aircraft as well as reinforcements. This situation may make delaying techniques appealing. Trip wires, antipersonnel mines, indirect fire support, snipers, ambushes, and diversions are all methods of delaying enemy reaction to fire.

Some U.S. Army Special Forces snatch operations in Vietnam (and surrounding countries) used the ambush in conjunction with pure bravado to take prisoners. This was done after an extensive recon. One such technique had the team leader along with another man positioned a few feet up the trail from the rest of the team, which would be laying in ambush. When a small enemy patrol walked by, the two men would move out onto the trail behind the last man. The team leader would have a baseball bat; the other man would have his weapon ready to shoot anyone who looked back. It was timed such that when the enemy patrol moved into the kill zone, the man with the bat hit the last man across the back of the shoulders very hard. He would then fall to the ground on top of the target while the ambush was sprung. All other enemy personnel were killed by the ambush and the man next to the team leader. Usually someone had a tranquilizer injection ready to sedate the target to help control him and prevent shock. The operation was carefully planned and timed. Helicopter extraction was done as soon as possible. An observation plane and possibly helicopter gun ships and jets were waiting to provide air support. Preplanned landing zones were used (primary and alternates). As said before, a guerrilla force is not likely to have extensive support, so good intelligence, recon, planning, rehearsals, local support, and delaying techniques take on added importance.

### Prisoner Interrogation

After combat or a mission you may capture prisoners. Acquire all information you can from them then kill them. The longer they are kept alive, the more opportunity there is for adverse consequences. Interrogation is best done by a trained person or team of interrogators. With rare exceptions, a terrified person will tell you anything he thinks you want to hear to save his life. Instead, taking the person away from the immediate combat area, isolating him from people and creature comforts, providing minimal water and food, and preventing him from relieving himself or sleeping will usually weaken his will. When the prisoner is ready for interrogation, one method used is the Mutt and Jeff technique. It works like this. A two-man interrogation technique is used, and their performance must be convincing. One interrogator is openly hostile and does most of the talking while the other one observes. If the prisoner does not become cooperative, any information that may be already known is used against

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him. He is asked questions for which the answers are known by the interrogators. Whenever he lies he is punished (nonlethal). He is told that they already know the answers to most of the questions, but they need him to verify certain things. If the prisoner remains uncooperative, the aggressive interrogator pretends to make an attempt to harm him but is stopped by the silent one. The less aggressive interrogator convinces the aggressive one to leave and let him conduct the interrogation. The interrogator tells the prisoner that he saved him this time, but he may not be there next time. In order to prevent him from getting hurt, he needs some cooperation. He tells him to give him something, no matter how small. The interrogator then asks questions that he already knows the answers to (if possible). When he starts getting truthful cooperation, he begins asking real questions. The interrogator may give small rewards for cooperation. He attempts to develop a sense of trust but maintains strict control. After a prisoner begins to cooperate, the interrogator attempts to reconstruct as much of the detail prior to his capture as possible. One very good method of doing this is map tracking. The interrogator uses a map to locate where the individual was captured and goes backward in time, asking the individual detailed questions about every aspect of his activities. The interrogator can trace the prisoner's movements prior to capture by asking questions about key terrain features, water sources, towns, etc. The interrogator goes back as far as he can. Initially, he is interested in information of an immediate nature. Later, after such information has been sent forward to be evaluated, the interrogator seeks longer term information such as the prisoner's induction into the military, type and location of training, the units he has been with and when, names of commanders and fellow soldiers, and discipline of units.

## **Tactical Operations**

Much of the military information about the enemy is gathered during the conduct of normal combat operations. Resistance forces must be taught how to gather information about the enemy and report it to their leaders. Leaders send the information forward as soon as possible. Often, intelligence officers accompany the resistance forces on combat operations in order to conduct training, observe procedures for gathering information, and advise leaders about gathering information. Each unit must adhere to standard procedures for gathering and forwarding information. Normally, the military intelligence group establishes these procedures and may perform audits on units (with permission of the unit commander).

### **Feints and Ruses**

Operations can be conducted to see how the enemy will react in order to gain information about his tactics, weapons, discipline, etc. Resistance forces can fake activities to fool the enemy and gain intelligence. Rumors can be spread by the underground and auxiliary to cause the enemy to respond. Do they act on rumors? Do they send recon teams? If the resistance does it enough, do they stop responding? When the enemy stops responding, it may signal frustration or a realization that they should react to valid intelligence and not rumors. When they realize this, there may be an extended lag in time until they can develop and process intelligence. This window may provide opportunities.

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### **Debriefing**

After all operations, the unit goes through a debriefing. This debriefing should be conducted by a trained intelligence officer. Often, intelligence personnel are permanently assigned to units. Debriefings are done to gather as much information about the enemy and his activities as possible. Information about the terrain, civilians, transportation routes, weather, and anything else the intelligence officer feels is valid is covered in a thorough debriefing. Photographs, drawings, terrain models, and maps are useful.

## **Counterintelligence**

A major effort of any insurgent forces requires a focus on denying enemy knowledge of its leadership, organization, location, support structure, and planning.

Offensive counterintelligence activities by guerrillas is composed of various kinds of aggressive and more subtle actions aimed at detecting, destroying, neutralizing, or otherwise influencing hostile intelligence activity aimed against them. Guerrilla counterintelligence efforts most typically have both defensive and offensive components. Neither one component nor the other is usually judged adequate for providing the operational freedom and security required to pursue active initiatives. On the defensive side, sometimes elaborate guidelines dealing with general conduct as well as with specific operational security requirements are developed and incorporated into recruiting and training programs. More sophisticated groups use background and character investigatory approaches that may be as strenuous as government security vetting and perhaps more so given the consequences. Armed groups actively obscure their locations, capabilities, planning approaches, and intentions from active and potential adversaries. The practice of deception, cover story fabrications, forged papers, false identities, and the many other practices have become systematized in some groups and practiced with skill.

The serious and sensitive danger of infiltration and betrayal hangs over the heads of most guerrilla organizations. Frequent loyalty tests and vigilance approaching paranoia are real survival skills. Identified informants or spies should always be killed. Torture and extreme violence as punishment for treachery may be used to serve as object lessons for others who might contemplate straying. Security guidelines and procedures are as often as not written documents. Counterintelligence are in their most aggressive forms aimed at infiltrating vulnerable parts of government, military, and police intelligence organizations; blackmailing, or otherwise coercing members; and in some cases targeting specific individuals or any member for execution. Social media is a key tool in identifying and gathering personal information on enemy individuals. Captured enemy communication equipment such as police radios, computers, and phones is a crucial component in gathering intelligence on enemy forces. Not only does eliminating an enemy intelligence officer by coercion or assassination demoralize the security forces but it creates a greater reluctance among the population to cooperate with state authorities.

Counterintelligence is comprised of actions taken to prevent or reduce the enemy's ability to gain information about the resistance. The following are miscellaneous counterintelligence



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issues applicable to the guerrilla warfare environment. Need to Know. As mentioned before, even if a member of the resistance is cleared to receive a level of classified information, he is not allowed access to it unless he has the need to know.

Restricting access is reducing or eliminating nonessential personnel access to or through an area. This is to prevent them from gaining knowledge of friendly actions, equipment, or installations that could later be compromised to the enemy. As an example of this, if the resistance forces use a bordering country as a sanctuary, they should attempt to control areas of the border or make them no man's land. The movement of all personnel other than active partisan fighters in this area is made to be very dangerous. One of the reasons for this is to deny the enemy information about movements along the border. Another reason is to help prevent the enemy from isolating the resistance from their sanctuaries or interrupting the movement of supplies, wounded, or reinforcements. Another example of restricted access is securing an area where the resistance is making some type of tactical preparation, such as an isolation area. Isolation areas are where units are taken to separate them from all others before giving them a mission to prepare for. Until they return from the mission, contact with anyone outside of the unit is forbidden to prevent security leaks.

- **Diaries.** Soldiers are not allowed to maintain diaries. If these fall into enemy hands, they can provide valuable information to the enemy.
- **Letters.** Soldiers should be allowed to correspond with loved ones, but it should be limited in frequency and time. If preparations are being made for an operation, they should not be allowed to write or mail letters. During times of limited activity, they may give the letters to a designated intelligence officer. This person may censor these letters to prevent sensitive information from being compromised inadvertently.
- **Conversation.** Troops are instructed not to discuss military matters with others. If a civilian or anyone else that does not have the need to know asks questions about his unit's mission, encampments, weapons strength, etc., it should be reported.
- **Telephone Security.** As with radios, persons that use the telephone should know that the enemy is probably listening. All information shared on smartphones should be considered compromised.
- **Equipment.** Troops are instructed to avoid abandoning equipment because the enemy can often gain intelligence from it or use it against them. If equipment cannot be taken with them, they destroy it to prevent its use by the enemy.
- **Personnel Killed in Action.** Every attempt is made to not leave dead personnel behind, because in addition to the morale problems it can cause, the enemy may get valuable information from them such as physical conditioning, health, nutrition, armaments, and discipline. If he is identified, retaliation against his family or village could result. If the dead must be left, an attempt is made to sterilize them by removing anything that could provide information to the enemy.
- **Documentation.** All documentation is strictly controlled, and if the unit is about to be overrun, it is destroyed. The preferred method of destruction is to burn it and spread the ashes.
- **False Information.** Incorrect information can be left where it is likely to be found by the enemy. This could give false information about planned operations or personnel, or it can implicate an enemy official.

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- **Refugee Camps.** In many situations, war creates refugees. Refugees often end up in camps. These camps should be avoided by the guerrillas as a whole since the enemy can be expected to have agents in them or at least watch them. If family members or friends are in these camps, guerrillas will try to contact them. They should be restricted from these camps. Any communications with individuals in the camps should be done through members of the resistance assigned to this task. The refugees can be expected to repeat what they hear.
- **Local Security.** Tactical units must actively patrol and observe for their own security. They must never let their guard down when in hostile territory. Resistance units must never rely on civilians to warn them of enemy approach. They must have multiple avenues of withdrawal, rehearsed withdrawal plans, and a defensive plan to be used if surrounded and breakout is not immediately feasible.
- **Sterilizing the Area.** Resistance units sterilize areas when they prepare to leave in order to make it look like they were never there. Even if the enemy does find the location, it will make discerning information from it much more difficult.

## Secret Meetings

A law enforcement agency like the FBI can only achieve its objectives by intercepting communication between people. This means you can beat the security service if you can deny them the ability to overhear your meetings with your contacts. Of course, this guide is to be interpreted not through an American lens but with the correct local political dynamics in mind. Does your local anti-National Socialist security agency rely on SIGINT or HUMINT more? Are you unsure? Study your enemy.

This section teaches you how to check for surveillance before you meet with a clandestine contact. You'll learn a protocol that will beat security services like the FBI, BATF, DEA, and others. The method is particularly effective against standard police surveillance. It also works against the so-called inspection teams of the IRS.

**Tradecraft origins:** The method described in this article was originally devised in 1943-1944 by countersurveillance expert Anthony Blunt for Britain's MI5. Unfortunately for the British, Blunt was a deep-cover agent for the KGB. Six years later, Blunt taught the protocol to his new KGB controller, Yuri Modin. Together they perfected the technique as it is known today. They successfully thwarted MI5 surveillance for three years, sometimes even meeting daily to exchange information and top secret documents. In effect, Blunt was using his inside knowledge of MI.5's surveillance techniques to beat them at their own game.

**Proliferation:** This countersurveillance method has since been adopted by Israel's Mossad, Germany's BND, Russia's KGB (now the SVR), the American CIA, and many others. The protocol is taught by intelligence agencies to their controllers - these are the intelligence officers who manage and meet with deep cover agents in foreign countries. When this countersurveillance protocol is methodically applied, it is extremely difficult for a security service to breach your security.

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Here's a hypothetical situation: Assume that you and I wish to meet clandestinely. We wish to ensure that our meeting is not observed by a surveillance team. You and I have previously agreed upon a place, date, and time. In addition, we are familiar with each other's appearance - we can recognize each other on sight.

- **Step 1:** You and I independently arrive at the previously agreed-upon general location. Rather than fixing a specific location, we agree to be only in the general vicinity. This is an important principle. This might be a large park, a residential district, etc. The location must be outdoors and free of video surveillance cameras. It should also be selected with the intention of thwarting telephoto lenses. You and I should each know the area well. The location should provide reasonable cover for each of us being there - strolling in the park, walking through a residential area to a bus stop, convenience store, etc.
- **Step 2:** You and I will eventually make eye contact at some distance from each other. We do this discretely, so others are unaware. I use a pre-arranged signal to alert you that I have spotted you. Perhaps I'll throw my jacket over my shoulder, or remove and clean my sunglasses, etc. The signal must be a natural movement that does not attract unwanted attention. Safety first: Even though you and I have seen each other, we do NOT approach each other. This is an important safety valve. If either of us has grown a tail we do not want to compromise the other person.

**BACKGROUND:** The phrase grown a tail is spy-talk for being under surveillance. The phrase is somewhat inaccurate, because they don't just follow you, they often surround you.

- **Step 3:** When you see my signal you simply walk off. Then I follow you in order to ensure that you're not being watched. I carefully check for the presence of a floating-box foot surveillance team. I check for agents at fixed observation posts. I also watch for drive-by support from a floating-box vehicle surveillance team.

**BACKGROUND:** In particular, I may follow you, I may walk parallel to you, I may occasionally walk ahead of you. The goal is simply to be nearby so I'm in a position to detect surveillance around you. I always remain at a distance from you, of course, never approaching too closely.

- **Step 4:** When I have satisfied myself that you are clean, I again signal you. Perhaps I re-tie my shoe laces.
- **Step 5:** Now we reverse roles and this time it is I who simply walks off. You begin to follow me in order to ensure that I'm not being watched. You check for floating-box foot surveillance, fixed observation post foot surveillance, and drive-by support by a vehicle surveillance team. You carefully watch for persons who are pacing me or moving parallel with me. You check for persons loitering at positions with a good line-of-sight to my location. You watch for an ongoing pattern of people coming and going that results in someone always being in a position to monitor me. You watch for vehicles dropping someone off ahead of me.

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- **Step 6:** When you are satisfied that I am clean, you signal me that I'm not being watched. (On the other hand, if you suspect that a surveillance team is in the vicinity, you simply abort the operation and walk away.)

**BACKGROUND:** You must trust your instincts, because if something seems not quite right it's better to be safe than sorry. Many people are surprised to learn that it is not difficult to detect a surveillance team watching someone else. This is the subtle elegance of Blunt's countersurveillance system. And the goons are helpless against it.

- **Step 7:** You and I can now approach each other and meet. After our discussion we agree upon the date, time, and location of our next clandestine meeting - as well as two backup plans in case the meeting is thwarted by surveillance. If we are unable to meet at the first venue we will use our fallback position and we will meet at the same time and place one week later. If we are unable to make that meeting happen, we will shift to a previously agreed-upon failsafe plan and we will meet at a different location at an agreed-upon date and time. Neither you nor I writes down the particulars of our next meeting. We commit the details to memory.

**BACKGROUND 1:** If you have any documents to give me, I will not accept those documents until the final moments of our meeting. I will have already started making my getaway when I accept the documents. This reduces the chance of discovery and arrest by a surveillance team that has managed to elude our countersurveillance protocol. If the security service acts too quickly, they will have no evidence against me, because the documents have not yet been passed to me.

**BACKGROUND 2:** The best agents never mix discussion and documents. If a document is to be passed, no discussion occurs. The entire contact takes only a moment - the perfect brushpass. The principle is simple. It is foolhardy to stand around holding incriminating documents.

Spies in North America call this seven-step protocol for countersurveillance drycleaning. In Europe, it is called *parcours de sécurité* - a French phrase which can be translated as security run or security circuit.

# Law Enforcement Agencies

## Offensive Measures

No war can be fought by defensive measures. The traitorous law enforcement agencies are the enemy who seek to shut down any resistance to ZOG. National Socialists must launch offensives against these traitor organizations. Clandestine actions and strikes against the Zionist Occupation government should be calculated, methodical and anonymous.

1. Do reconnaissance, Plan every part of the operation in detail and make back up plans in case anything goes wrong.
2. You should make sure your preparation site is not being monitored and there are not witnesses, here you will change into your operational clothing and begin your transit.
3. You should travel to the target location in a vehicle that has no connection to your real identity. Vehicles can be expropriated from invaders and traitors. Consider what vehicle is appropriate for the operation. Motorbikes can get through traffic and areas that larger vehicles cannot. Cars and vans have greater storage capabilities.
4. It is imperative to know the target location extensively before the operation. How will you get there? What are the backup routes? Where usually has traffic queues? Which roads can you go down? Any dead ends? How will you get away?
5. You should be wearing very unremarkable but functional clothing. Wear clothing that is most common to the target location. Do not wear anything that stands out.
6. You MUST cover your face with a mask that covers the full face or a balaclava.
7. The operation / strike should be carried out as fast as possible – but not rushed.
8. Take offensive measures to kill LEA who may try to capture you.
9. Evacuate to another preparation site or safe house.
10. Repeat.

**Practice OPSEC, carry out the operation, don't get caught and live to fight another day.**



# Forensics

## D.N.A

Since 1996, all people arrested by the police have had a sample of their D.N.A taken, usually from the roof of the mouth. D.N.A can be obtained from any secretion from the body such as saliva, mucus, sweat, etc. and from blood, hair and flakes of skin. If someone were to commit a crime such as murder then great care would have to be taken by the perpetrator, especially if they had already had a D.N.A sample taken. A simple sneeze or cough could release enough mucus to leave traceable D.N.A behind, a great help to the police in their search for the killer. Most murders are committed by someone who already knows the victim, so the police are likely to ask the deceased's family, friends and acquaintances to give a voluntary D.N.A sample and anyone who refused would have a court order brought to force them to give a sample or the police could get a sample off a toothbrush or the like. At the moment, this form of detection is really only used for serious crimes such as murder or rape but as things continue on this downward spiral and people start to fight back, this could be used to combat things as small as a sticker (your saliva mixed with the gum) deemed to incite "racial hatred" (terrorism, in the System's eyes). Take utmost care when doing anything. Wear full face masks and gloves if necessary.

## Fingerprints

The science of fingerprint examination is called dactyloscopy. We are born with our fingerprints and we'll never be able to change them or get rid of them. Whenever you touch something with your fingerprints you leave behind your calling card. The police will have a varying degree of difficulty in reproducing your prints depending upon the surface in which they lie. Obviously surfaces such as glass, marble, chrome, etc. will be the easiest, whilst it is almost impossible to lift prints from brickwork or untreated wood. A fingerprint is basically the fatty, acidic residue left on a surface in the exact shape of the ridge lines of your fingertips. Because a fingerprint is composed of sweat, which is an acid, in some instances it will etch itself onto metal. This is most likely to occur with crowbars, hammers, chisels, etc and can be erased by rubbing down the said tools with coarse wire wool after use. The police are continually perfecting their methods of print detection because they are such a foolproof piece of personal identification. The police can take prints from skin (if they really try), from tightly woven fabrics, especially sythentic fabrics, and paper.

To convict, the police need to show 12 matching features of a fingerprint. In practice, these can be found on just one square centimeter of skin area. Fingerprints are fairly hard to destroy and even immersion in water will not do the job completely, so if you are going to

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throw something over a bridge, don't forget to wipe it down first. Unless an object is totally consumed, fire is also not a sure method of erasing prints as a layer of carbon can cover them and keep them recognisable. The older a print becomes, the harder it is to reproduce, although in theory it will last forever, as long as it has not been disfigured. In the United Kingdom, fingerprints are kept on the Police National Computer (PNC) in the form of encoded data and as such do not need to be visually checked to be found to match. A specialist will analyze the fingerprint and turn it into a series of four digit numbers. These numbers are then entered in to the PNC, which will return the location of any matching fingerprints held by the Fingerprint Bureau at New Scotland Yard. These matches will be examined further in detail to see if any of the candidates presented by the PNC exactly match those found at the scene of the crime. The PNC fingerprint index is used roughly 300,000 times a year. A new system of fingerprint recognition has been developed which can virtually translate a single print into unique and complex computer data, thus making positive ID from a partial found print possible. The police show a great deal of interest in everyone's prints, to the extent that babies are now being fingerprinted at birth in some countries, in case they get "lost". In the station, the police will always try and take your prints. Since the introduction of the Criminal Evidence Act, they have more or less complete freedom to do so, without having to go to a magistrate anymore.

### **Hair Traces**

We all shed hair, and we shed it all the time. If we stay in one place for any length of time then it is certain that we will leave samples of our hair in the vicinity. It is most likely to be lodged in the clothing of someone with whom you have had close contact (ie, the red you have just throttled). Hair will tell the forensic expert many things: where it came from on the body (scalp, beard, crotch, eyebrows, nose, armpit), how long your hair is, whether it has been cut recently, if you have been using any specific chemicals on it such as dyes, etc. They can also tell if you fall into the racial categories of Caucasoid, Negroid, Mongoloid or even mixtures of the three. They can tell your sex and blood type. It is harder to tell the color of your hair as individual strands differ in hue from each other. It becomes easier if they possess more hairs. Wear a tight-fitting hat - even if you're bald.

### **Blood Traces**

There are several instances where blood may be spilt, and for this reason it makes sense to know as much about it as possible. Blood is very hard to get rid of once it has got on you or your clothing. Even dry cleaning will not remove it thoroughly. Should you find yourself near to someone who has been punched in the nose or stabbed, you will be covered in a fine spray of blood droplets. A forensic scientist can detect, retrieve and examine the minutest traces of



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blood, and the amount of information to be gathered depends on the circumstances. In the laboratory, a fresh, warm pint of blood can show the type, the sex of the donor, any illnesses peculiar to the donor or any drugs or medication used recently. In practice, however, the smaller the quantity and the older the sample, the harder the task.

### **Body Secretion Traces**

The human body produces various fluids and secretions, apart from blood. As mentioned in the D.N.A chapter, these include spit, sweat, tears, earwax, urine, snot, etc. Apart from D.N.A which is conclusive, any illnesses that you may have will be apparent on examination of any of these secretions found. These illnesses could then be traced to you by examining the medical files of all known members of the group you are involved in; i.e, a sample of spit found at the scene may show that you are a diabetic. By checking the known sympathizers of any group they deem responsible for the "crime" they can then look through lists of registered diabetics and find your name. They can then take a D.N.A test from you to prove that you were there. Avoid spitting, etc. and if possible wear a mask that covers your nose and mouth.

### **Glass Traces**

This is definitely one of the areas of forensics for people to know about. Every time that glass is smashed, tiny shards of the stuff fly everywhere. For practical purposes it is wisest to assume that anyone even remotely near to breaking glass is covered in the stuff. It sticks to things like shit to a blanket, especially to loose-fibred cloth such as woollen hats. The only way to get rid of it is to throw away anything you may have been wearing. Glass also likes to get embedded in the soles of shoes. The police can identify different makes and types of glass, and can therefore put you at a certain place at a certain time. Fine, broken-glass powder will stick to the smooth surfaces of tools, and fibers from your clothing will stick to the sharp edges of broken glass. The best way to break glass without covering yourself in traces is from a very long distance, using a powerful slingshot and marbles or, for toughened glass, steel ball bearings. But remember, marbles and ball bearings retain your prints very well, so wear gloves. Or why not try glass etching fluid? You can get it easily in craft shops, and with it you can write a message on a window that can never be removed without removing the window pane itself. In some towns you have to sign for etching fluid, and in some instances shopkeepers report sales to the police.

### **Dust Traces**

For the police to convict you on the basis of dust traces takes a great deal of work on their part, involving painstaking work with powerful microscopes. The composition of dust in your

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clothes can tell them where you have been (e.g, a metal foundry) and at what time of year (by identifying the spores of seasonal plants). By just washing your clothes thoroughly you can get rid of most of these traces, but as always, the safest thing is to ditch them. It is unusual, but not unknown, for the police to use dust traces to convict. These traces are more useful as a last resort for clues when other avenues have failed. They are chiefly used to find out where something has been and for how long; e.g, guns, bodies, stolen goods. In brief, the investigation of these traces is only likely to come up in a serious case, and should you start to worry about traces this tiny, then paranoia is taking over from sensible precaution. If the police threaten to use them against you then it indicates that they most likely have nothing better to go on.

### **Wood Traces**

Wood will yield some information to the investigator. It is possible for him to match small pieces of wood to each other, even from samples as small as sawdust or splinters. If someone has been introducing your local red's head to a piece of 4x2 then a match can be made to the piece it was cut from. When they remove the said lump from your red's head, it will be checked for foreign bodies, such as textile fibers, paint flakes, hairs and other incriminating evidence. If a baseball bat were to be used instead, and not disposed of, then it could be linked to the "crime" by comparison with the splinters it has left in the skull as well as by traces of varnish or resin and the bat itself will carry traces of skin, hair, blood, not to mention matching dents! There is no point in keeping such weapons after they have been used.

### **Soil and Plant Traces**

A forensic scientist can tell roughly where you have been from the composition of the dirt and soil that you will have picked up on your travels. If, let's say, you've been keeping warm by standing next to a burning portacabin on a building site, then traces of sand, cement, gypsum, gravel, lime, etc. will have collected on your shoes and clothes. If you have been watching somebody's home burn to the ground, then traces of earth from his garden will be on you, as will traces of plant life, such as pollen from the rare gladioli that you may have brushed against. Once again, it is best to dispose of any clothing. These traces are used to put you in a certain place and, in some cases, at a certain time. As with dust traces, don't let the police bluff a confession out of you by saying that these traces are cast iron evidence.

### **Shoe Traces**

There are thousands of styles and sizes of footwear and each one is distinctive, even more so when it has been worn for a while and picked up marks of wear and tear. Basically, a clear footprint is as useful to a forensic expert as a fingerprint. Yet again you can throw away your shoes but better still get a crappy pair second hand and only wear them for the activity before dumping them, without letting your closes friends or relatives know you ever had them. Whilst you are in a cell, the pigs can always con your wife or girlfriend into telling them what sort of footwear you have and this could be a problem in court later if one of the pairs is missing. Shoe prints can be left behind on surfaces such as lino or marble. On soft surfaces such as mud, earth, dog shit, etc, shoe impressions will be left behind. Identification can be made from these and is watertight evidence if a match is made. Shoes also carry traces away with them such as oil, petrol, glass splinters and other such giveaways. Never wear them in your home. Tracker dogs will also be able to follow the smell from your shoes but not for more than 10 to 12 hours afterwards, and then only in favorable conditions. Roads that smell of exhaust fumes, petrol and rubber will mask your smell. The best conditions for tracker dogs are unspoilt meadows during moist and cool weather.

### **Textile Traces**

There is not a lot to say about these traces that is not common sense - just think of your clothes as blotting paper that will soak up incriminating evidence like crazy! Dust, soil, chemicals, blood, petrol, paint, the list is endless. Clothing will also leave behind particles of fabric, and as with gloves, will leave impressions should you sit or lean on anything soft. Traces of fiber and debris from your own environment will be carried by your clothes and left at the scene. For instance, the fibers from your sofa, carpet, car furnishings, etc. will be carried by your trousers, for example, and may be left wherever you go. To circumvent this wear old clothes and discard them afterwards. Remember, if you wear them back home, you will also be carrying back traces from wherever you may have been.

### **Tool Traces**

In much the same way that a bullet will retain scratches from the barrel of the gun from which it was fired, then tools such as chisels, pliers, bolt cutters, knives, screwdrivers, etc. will leave identifying marks at the scene of an investigation. These marks can be matched to the tool later using comparison or stereo microscopes. Most obviously, the shear marks on a cut padlock can be linked to the cutters. If the same pair of bolt cutters has been doing the rounds, and you're arrested with it, you might find yourself being held responsible for any number of unsolved "crimes". If such tools have been used to break into somewhere like a Marxist bookshop and serious damage such as arson has taken place, then it is courting

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disaster to hold onto them. For less dodgy instances, the working edges of tools can be given a new "face" by filing or re-sharpening, but only if the tool is in good condition and not badly pitted or scarred. Tools are not just made of metal; objects such as rope, string, tape, etc. are just as incriminatory and lend themselves equally to comparative analysis.

### **Glove Traces**

Although it is always best to wear gloves to avoid leaving fingerprints behind, you should be aware that gloves themselves can sometimes leave as much information. Gloves leave traces of the fabric they are made from on anything they touch, especially broken glass, fencing, masonry and rough wood. They should be thrown away after use or positive links could be found through analysis. Plastic or rubber gloves will leave your prints on the inside and some thin surgical gloves can still allow your prints/impressions to show up on shiny/hard surfaces. If discarded gloves are found, traces of sweat will be present as well as comparative traces such as wood splinters, paint flakes, glass splinters, etc. from the crime scene. Also you are going to look suspicious wearing gloves in mild weather, especially if there are more than one of you and you are all wearing them.

### **Vehicle Traces**

Vehicle traces refer to any parts of forensic evidence that may be left by motor transport. Firstly, tyre tracks: these are usually left in soft ground and not on hard top roads, although they may be found in soft tar, dog shit, etc. and in the case of a collision usually imprinted in the flesh of the victim(s). These traces will identify the make of tire, and most instances will prove unique to one tire due to the characteristic wear. The distance between tire tracks will indicate axle width and chassis length, thus indicating the type of vehicle. Some cars carry unique tires, for instance imported, or small production runs. Transfer traces are those which are left on the scene due to collision or contact. Most commonly this involves paint flakes. These are always left in the case of any contact. As well as indicating the exact color of the vehicle, when studied microscopically they will identify the brand of car and very often the model. This is due to the fact that auto paint can consist of over 14 layers of primer, paint, lacquer, etc. which are unique to different manufacturers. From one paint flake it is possible to know the make, model, color, previous color(s) and the year of manufacture of a given car. Due to the extensive registration of vehicles, this means that the police have a large amount of information to work on.

Other types of transfer traces consist of trim that may have been dislodged, such as hubcaps, bits of windscreen, light covers, door handles, rubber earth strips that hang off the rear bumper, aerials, coon tails, furry dice, etc. All these things lend themselves to comparative

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analysis. The direction and speed of a vehicle can be estimated from the direction of tire tracks, dripping oil, etc. As vehicles are so closely monitored, the police have a great deal of evidence to go on already, before any crime has been committed. They always monitor supporters of "fringe" political groups anyway, so it is not advisable to use your own car for anything dodgy. It may be spotted by the video cameras that infest our inner cities and gas stations. Some combinations of car and occupant(s) are much more likely to get stopped than others – here, in no particular order, are some that are favorites for attracting the attention of the police:

- Heavily modified and tuned cars / "Boy Racer" vehicles
- Older 'working class' vehicle
- Work vans out after dark
- Vehicles with more than 2 occupants after dark
- Transit vans

In the United Kingdom, the police have access to the DVLA computer simply by calling their control room and can find out the current keeper of the vehicle, most of the other logbook details and whether or not it is taxed. In addition vehicles may be 'flagged' on the computer as being 'suspicious' or subject to investigation. For every car that is actually stopped many radio checks will have been made on other cars but not acted upon. Driving a 'dodgy' motor is becoming an increasingly riskier business and is to be avoided wherever possible.

### **Arson and Fire Traces**

It's a fact that fire does not destroy evidence and the Fire Investigation Unit who turn up if a fire looks suspicious possess a large degree of skill in being able to determine the flashpoint of the fire and what caused it. They can also tell if the fire was started with petrol, paraffin or whatever. Chemicals used to start a fire will almost certainly end up on the clothes of the person(s) who started it. Particles of soot will also lodge in the clothing and hair. Many arsonists have been caught because they wanted to come back and watch the fire.

### **Ballistic and Firearm Traces**

In the United Kingdom, which has such a small number of private firearms, the forensic investigation of ballistics is considered of paramount importance. For this reason, extreme care must be taken when getting involved with them. Firstly the potential of the bullet. If it is recovered in good condition, then it will reveal the caliber of the weapon, the type and often the manufacturer. A bullet will remain in good condition if it enters flesh or any other soft material. If it hits thick metal or concrete, etc. it will be disfigured but will retain many of its identifying characteristics. Certain types of bullet are designed to fragment on contact. These

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are bullets such as Dum Dum, Mercury Tip, Hollow Point or Explosive. Whilst this makes the forensic investigator's job harder, it doesn't stop it. No matter what type of bullet has been used, it's always safer to assume that it has left enough characteristic marks to make it identifiable. The barrel of a gun imparts unique markings to the surface of the bullet, which can be matched to specimens when viewed through a stereo microscope. What we perhaps don't all know is that the shell casing or cartridge also carries unique markings, from the impact of the bolt and ejection mechanisms. All automatic guns eject their cartridges but a cage or trap fitted around the eject port enables these to be caught. Every police force worldwide keeps a pictorial file of all bullets and weapons used previously (and most countries cooperate with each other) and should you be caught with a weapon of dubious ancestry, you could find yourself having a lot to explaining to do. When a gun is fired, particles of gas and powder will DEFINITELY lodge themselves in any exposed skin or clothing. These particles can be found by a forensic examiner by the taking of ether swabs. In the US, an aerosol has been developed that can be sprayed on the hands and will show up as a colored dye immediately should it come into contact with these particles. It is used to eliminate suspects after a murder attempt has been made. Use gloves! This information applies to standard manufactured firearms. 3D printed weapons are comparatively untraceable.

### **Voice Identification**

It is possible from a tape recording of a voice to compare it with another voice and decide whether they are one and the same. This is because each person's voice is a combination of frequencies which can be analyzed using a sound spectrograph. This is most likely to be called into use for anonymous phone calls, and to this end it should be assumed that all telephones are not secure. Most newspapers have facilities for immediately recording calls and all emergency services calls are automatically taped. Changing your voice, dialect or pitch won't make a hell of a difference to your "voice print". Speaking through a handkerchief has absolutely no effect! If you do have to use your voice on the phone, try everything from pinching your nose, stuffing your mouth with tissues and speaking with a foreign accent. Perhaps the best way to phone in a message is to edit on tape together the words of TV personalities, in the same way as ransom notes are made from cut up newspapers.

### **Responsibility Notes**

These are a bit of an ego trip and just give the police more evidence to work on. In fact, it might be the only evidence the police will have, so why give it to them? However. If you do have to send one, there are some things you should be aware of. Your D.N.A and other details can be taken from the spit used to moisten the stamp and envelope flap. Paper also carries fingerprint traces. Your handwriting is personally unique no matter what you do to

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make it different, the motion and construction of letters is processed subconsciously and is present in your writing even if you are blindfolded and using your wrong hand. If you must handwrite something, only ever write on one sheet of paper at a time, preferably on a flat, hard surface such as glass which will not take the impression of what you are writing. Don't use sheets torn from a notebook as the tear and type of notebook can be matched. Also something innocuous written in the notebook can be already transferred to the sheet you're using, providing more comparisons. Use envelopes and paper from a very common brand. Destroy any remaining sheets or envelopes. Don't keep any stamps from the same block. Don't post anything in your own area. Be aware that minute traces of hair and fiber can be easily trapped in the glue of the letter or stamp, especially if the letter has been in your pocket. This is even more likely if you have been cutting up newspaper words and sticking them down. When doing this, don't keep the glue, the scissors or the paper. Use "Bic" ballpoint pens as these are the most common or use a felt pen, which is also less likely to leave an impression on sheets below.

### **Making Impressions Visible Again**

It is sometimes believed that it is possible to remove identifying serial numbers by filing or drilling them off. The numbers stamped on the frames of cars, guns and other metal objects can be made visible again by various forensic procedures. This is because the initial stamping has changed the structure of the metal beneath the surface. The best way to utilize this factor is by filing off the numbers and then banging the hell out of the area with a hammer and cold chisel before re-stamping. Many items are now marked by the owners with an ultra-violet pen that is invisible to the naked eye. Ultra-violet bulbs can be bought from electrical shops and these will help you read any numbers or marks.

### **Traces in Printing**

When writing "subversive" pamphlets, books, stickers, etc. there are various processes which lend themselves to forensic comparison. Most "typesetting" is done by computers and each computer printer has its own unique style of printing. The printer may print the letter "S" in a way that may be comparable or the printer may leave tiny, invisible marks that can be identified by matching them to the printed pages. When printing originals, etc. off always wear gloves, etc. as mentioned previously. Use the commonest brands of ink, paper, etc. so as to make comparisons useless. Distribution should be carried out very quickly, preferably with only yourself or the smallest number of people knowing about it as possible. Don't leave any stockpiles in embarrassing places. Remember, the police are trained to look in the places you think they won't and they'll take your house apart brick by brick.



# Surveillance

## Cameras

We find video cameras everywhere these days; shopping centres, car parks, banks, football grounds, large houses, hospitals, as "traffic controls", etc. These are all "public" video cameras which do have some use, but we must also regard them as security measures. Mainly, these cameras are there to deter potential "criminals" and instill a sense of paranoia. Many are watched by staff 24/7 and will immediately report any suspicious activity to the police. Camera surveillance is now part of everyday life and because of their numbers we often simply fail to notice cameras. Video cameras can be disabled in any number of ways. Spray paint on the lenses, stickers, glass etching fluid, a lump hammer, airguns with steel pellets, etc.

The police set up mobile cameras with special teams who covertly and openly, monitor demos, pickets, riots, gigs, etc. in order to provide concrete evidence of crimes being committed and to be able to identify individuals and the groups they are associated with. This is done to identify regulars and "ringleaders". This information is shared by police forces worldwide. At certain events it is common for the police to pose as news teams and "interview" those taking part. In other cases, the surveillance is more likely to be covert with the police using long-range cameras or cameras concealed in a parked van or building opposite. Cameras are also used extensively by almost all private businesses. Security cameras are fairly advanced and can see you in total darkness. You must cover your face in any clandestine activity.

## Police Helicopters

Police helicopters carry radio receiving and transmission capabilities on microwave frequencies, video surveillance equipment, heat-seeking cameras that can detect body heat even when hidden, night searchlights, loud hailer and on-board computers. This is used to detect fugitives. The helicopter team are in constant contact with the ground unless communications have been sabotaged. The video camera is mounted on the side of the fuselage and can be pointed in any direction and focused to record a face in a crowd. The picture is monitored on board but it can also be monitored from vans and from a command center. This system is called "Hele-Tele" and in practice it means that an individual in a crowd can be isolated, identified, and police on the ground can be redirected to him by radio, even when he is only visible from the air. Heat seeking optics has been used in Northern Ireland for spotting night time movements, They have all the information on the PNC to work with. This makes the system autonomous. In practice, they can spot a car from the air, zoom in on its

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plates, then find out the name and address of the owner/previous owner together with details of any criminal record they may have.

Helicopter surveillance presents a large threat to guerrilla actions, as they can observe from the sky without concern of traffic on the ground, however, their information is useless if they cannot communicate with forces on the ground. This problem can be solved through the following:

- Seize or destroy fuel deliveries on the ground that service police helicopters
- Destroy helicopters on the ground
- Destroy communications

An attack helicopter is unlikely to fire in an urban environment, and it is even more unlikely that it could hit a target moving among the crowds and street vehicles. A helicopter landing in public streets in order to capture someone is unfeasible as whenever it flies too low, it will be excessively vulnerable to the fire of the urban guerrillas. Police and military helicopters should be destroyed on the ground whenever possible. In most aircraft, the cockpit is fairly well protected. However, the power plant (engine) or any control surfaces, such as rotors, flaps, ailerons, etc, are good targets to deprive the pilot of control of the aircraft. A helicopter that cannot be controlled by the pilot is neutralized.

## **Phones**

Phones are poison. From the very outset, it is wisest to assume that everything said on a telephone is totally public and that everything can be heard. Britain has one of the most advanced telephone systems in the world. Every call is recorded; date, time, duration, recipient, town, country, cost, etc. They send you an itemized bill – the police can easily get a list of people who ring you. Telephone systems can be made to automatically monitor conversations and begin recording should key words enter the conversation. It is already possible to tap any phone in the UK from one command center. If your phone is tapped, it is unlikely that you will notice anything out of the ordinary. Telephones are tapped at the exchange or from a command center, so you are highly unlikely to find a little transmitter in the set itself. If this happens, it's more likely that you are a victim of industrial espionage. Mobile phones are recording data about you even when they are switched off. Do not take your personal mobile phone with you in any clandestine activity at all. Leave it switched on and at home. LEA can always find your location through mobile phones, these devices automatically connect to the nearest transmitter mast regardless of what settings or changes you apply. All mobile phones are essentially ankle tags.

## **Journalists**

Journalists often try to give the impression that they are sympathetic to certain causes but you can never trust a reporter. They would sell their Grandma for a story and are only interested in the "scandal" side of a story. Anything they write will be in line with the editorial policy of the rag they work for. They will lie through their teeth to get you to talk to them. Do not talk to them. Journalists distort everything you say and will report you to the police who regularly

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drop in at their offices. All that stuff about "protecting their sources" is fictitious. They will usually come up with what the police want to hear; they would be arrested if they didn't. The press are lying swindlers only interested in their next paycheck.

### **Local Intelligence**

On a neighbourhood level, information is gathered in many ways. Some of these are seemingly quite innocent, but it is intelligence gathering nevertheless. It is obtained by police on patrol, by undercover squads operating in secret, by talking to shopkeepers and garage proprietors, from the public via neighborhood watch schemes and by formal meetings with other officials who possess information. Much police intelligence can be gathered from the police's own records, criminal records and crime reports. The neighborhood community copper does most of the "spade work", gathering gossip and slander, and making prejudicial judgments of their own. All local information is relayed back to the station where it is processed. Most forces now have their own computer, independent of the PNC, where all local intelligence is stored. However, the local system and the PNC "talk" to each other and exchange information. We should also be aware of the type of people who are likely to provide intelligence to the State at a local level. No matter what the organization, information is gathered by bribery, intimidation, the "recruitment" of civilians as spies/neighbors, the local grocer, the milkman, postman, local clergy, access to local government files, social welfare, vehicle licensing, local housing department files, observations by electricity and gas meter readers, etc. In short, the recruitment of everyone and anyone who is willing to assist the secret police. School teachers are a particularly attractive proposition in this respect. The types of homework essays set for kids can be particularly revealing; "A Day in the Life of my Family", "My Family's Best Friends", "My Family's Likes and Dislikes". Also, remarks your kids make in class, especially on the subject of race, etc. will be noted and the police will have access to all files at the school.

### **Special Branch**

MI5 is the domestic intelligence service, responsible for intelligence, counter-espionage and security within the UK. It's main task is the monitoring of subversive groups and individuals who might pose a threat to national security. It also monitors the activities of foreign nationals/agents and of diplomatic staff in Britain. MI5 is officially known as the Security Service and has 9 branches; Counter-Espionage, Protective Security, Counter-Sabotage, Counter-Subversion, Intelligence and Operations, Scientific and Support Services, Computer Division, Training and Registry, Administration and Finance. All these branches are divided into sub-sections, all of which have a specific job to do. Special Branch is the executive wing of MI5 which is Britain's secret police. All references to Special Branch also apply to the Racial and Violent Crimes Taskforce. This latter body is the most overtly political police body in existence. Normally they are accountable to the CID, but operationally SB report to MI5 and the Home Office. Their headquarters are at New Scotland Yard. Almost every police force has SB officers attached to it. Their main job is gathering intelligence for MI5, that is things that concern "internal security". They have total access to information gathered locally by the

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police and any that they concentrate on themselves. They use the PNC to a far greater degree than the police.

Special Branch have various methods of collecting information and various sources. Surprisingly perhaps, 75% of information is given away free. Here are a few examples:

1. All the names and addresses of political activists who appear in the press, national and local, are noted and indexed. Extra prints of demos, etc. can be acquired from the papers for background research and journalists will be asked to supply additional information such as the names and addresses of people who write letters about such forbidden subjects as race, etc. to the paper.
2. All those signing petitions to Parliament, even in the most innocuous cases.
3. Letters coming to the Branch from members of the public, giving details about their neighbors or pictures of political activities naming someone they know.
4. The papers, magazines, pamphlets, etc. of political groups. Where possible they subscribe via a box number.
5. During raids by both the Branch and the police, the contents of address books, letters, photo albums, cheque stubs, etc. are all noted down and cross-indexed to determine "friendship networks".
6. Telephone tapping and mail surveillance. All mail can be read without you noticing it's been tampered with.
7. Trials of members of political groups are watched for those who attend and help the defense. Branch officers are at all entrances to the court and photos are taken covertly, either from a van or window opposite the court.
8. Approaches for information are made to employers and State officials of all types, like DSS personnel, doctors, teachers, postmen, etc.
9. A report on every meeting and demo of any Nationalist group is prepared by the Branch or the CID/police in attendance. The contents of speeches are noted, "ringleaders" are identified and photos and video footage are taken.
10. Informants. There are five main kinds:
  - The "innocent" informer who tells a Branch officer what he considers to be common knowledge about colleagues in the movement, etc. Also in this category are the reactionaries who grass up those they consider to be a threat to society, or when they might profit by the downfall of the victim. Both these types are unpaid and act out of a sense of "public spiritedness", or because they've been watching too much TV.
  - The "innocent" revolutionary who also tells "what everyone knows". Branch officers are usually ill-informed and giving them any information at all is stupid.
  - Paid informers. Comparatively rare, but someone sympathetic to the Branch or just mercenary and who is paid in cash for information.
  - "Paid in kind" informers. More common, these are people over whom the Branch has some sort of hold (threat of prosecution, embarrassing information, etc.) and who are forced to give out details.
  - Undercover Branch officers. There are not many of these and they tend to infiltrate organisations and campaigns which are new or loosely bound and in which the participants are less likely to know one another.

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Special Branch keep a close eye on the "right wing" in the United Kingdom. Openly legal, democratic groups offer the Police all the information they could wish for on a plate. These groups hold lists of all their members with full details of names, addresses, telephone numbers, etc. Such lists are guaranteed to fall into the laps of the Branch on a regular basis. Not content with that, these groups then helpfully organize regular ZOG photo shoots (marches and demonstrations) so that the Branch can also put faces to the names they already have. It's not surprising that groups such as these will never be banned, despite the State's opposition to their beliefs. They are just too useful a tool to lose.

### **How to spot Police in plain clothes**

Police officers patrol in unmarked police cars which are mostly indistinguishable to other cars, sometimes wearing police uniforms and other times wearing plain clothes. If you are familiar with how police officers in your country act, what they wear, and what they do when not at work, that is useful information. In Britain, even though their hair might not be regulation length and they have a beard/stubble, they seem to like following fashion and will wear Fred Perry, LaCoste, etc. They wear decent jeans as well and like leather jackets or high insulation waterproof jackets and expensive wristwatches and will wear Nike or Adidas trainers for pursuit. But then there's Special Branch, the political police. They're usually White, aged in their thirties and are specially trained for infiltrating the fringes of demos. For this purpose they will try to dress in a similar way to the people that they are trying to assimilate with. If some people are sitting next to them they might start a conversation, etc. They usually buy people drinks and will sometimes sedate people. Loose lips sink ships.

### **Are You Being Followed?**

When the police follow you on foot, they operate in teams all in radio contact and co-ordinated from a station or a car. The phrase is somewhat inaccurate, because they don't just follow you, they often surround you. If one of them thinks that you have seen him/her they will drop behind and let another take over. Always when being followed, the way to flush a tail is to do something illogical, such as jump on a bus and then jump off again immediately and see who follows you. Go up an escalator and then come down again. Take a lift up and down. Cross a road twice. Take a route that is more complicated than necessary. There is no reason for anyone else to do any of these things unless they are following you. However these measures can still be effective if there is a crowd of agents. In a car the same thing applies. Car tails are often done in a "box", whereby three or four cars will follow ahead, behind and parallel to you. You may not see them but they will always be where you want to go. Going round a roundabout more than once or taking four consecutive left or right turns are classic methods of telling if you are being tailed. Whether on foot or in a car the ideal situation is to get to somewhere isolated, such as long, empty roads or areas of parkland, so that anyone tailing you will stick out. As time goes on there will be more cars or agents following you leading ultimately to your capture, to prevent this you must destroy the pursuing vehicles and kill the occupants to the best of your ability then take evasive measures. Time is critical.

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If you are a fugitive, your description will be distributed over the radio to vehicles and foot patrol. They inform officers and agents your racial category, approximate height, age, clothes, items you may be carrying, and any other information they have about you. They will also put out a description of your vehicle; its make, color, registration and all the details they have about it. Cities and towns are covered with public CCTV (utilizing facial recognition) which is monitored live which means blending into a crowd is near impossible.

### Raids

Each time an anon posts on the clearnet without the right protection and knowledge, he walks on a thin line, with mass surveillance always present. Your first line of action should be to use correct OPSEC, INFOSEC and encrypt everything, but the following are some guidelines to consider if you are raided.

- Be calm and don't panic. LEA will lie constantly to mentally break you in order to make you cooperative.
- Photos, Screenshots, PDFs, and similar data regarding National Socialism, Accelerationism and similar content will be enough to convict you for at the minimum, a one year prison sentence in Czechia, France, Germany, New Zealand, Poland, Russia, United Kingdom, and United States.
- Your first words should be "I want to speak with a lawyer" or the same in your native language.
- You do not have to speak. They can't physically force the words out of your mouth.
- They will steal **everything** that you own, this includes all electronics; computers, tablets, phones, printers, video game consoles, SD cards, USB drives, hard drives, SSDs, papers, drawings, notes, books, clothing, shoes, bags, patches, flags, knives, guns, collectibles.
- No matter how insignificant it may seem to you, they will use anything to use against you or incriminate you. They will have fabricated and concrete evidence and even if you genuinely don't know what they're talking about, they will list your statement as a lie, incriminating you further. Even if you think you are saying something innocent, LEA can twist it against you. So it is best to say absolutely nothing. Don't try to outsmart them in an interrogation, this is not a game, if they think you are the sort of person that sees things as a game they will try and make you feel smarter than them when they question you, but in reality they are just getting you to talk more. When questioned by LEA, you should immediately request to talk to your lawyer, and nothing more. **The police, prosecution, courts and jury all collaborate to end your life. Do not forget this. Don't say anything to the police.** <https://youtu.be/d-7o9xYp7eE>
- Do not report crimes to the police. If you talk to them once, they will talk to you again. The police datamine everybody. Even if a *crime* was committed against you, they will still use the information gathered against you in the future.
- If you are released on bail or parole and if things look bad for you, immediately prepare to leave the country undetected. It is your responsibility to form plans and preparations, and leave no trace.

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Do not fall for the tricks which enemy law enforcement may play. Nothing you say can help you. Law enforcement officers are not in a position to offer you a plea deal, only the prosecution is, and even then they will only use you and then imprison you anyway immediately after. Judges do not need to accept the plea bargain either. Law enforcement use various techniques to try and get a confession. They will try to minimize your behavior and make it seem wise to agree with them. This is a trick. An in-depth guide to law enforcement interrogation techniques is not required, because all of their techniques can be countered by refusing to speak and asking for a lawyer. Do not tell your lawyer clandestine information, it will not help you, and your Lawyer will most likely be biased against you and support your imprisonment. Lawyers are not your friends.

You can watch videos of raids online however, in reality each 'raid' is different because it affects you directly. Facebook, Twitter, Reddit and 4chan actively work with the FBI, and law enforcement agencies from numerous countries. If you are being watched by them, don't make it worse. It's tempting to join Tarrant threads and the likes to disprove shills and write with fellow Tarrant posters but your freedom should be more important to you than a couple minutes of joy. There is no reason to incriminate yourself any further. When law enforcement raid an address, it is very often a "fishing trip". They will painstakingly sift through your letters, address books, mailing lists, phone books, photo albums, etc. and copy and cross reference them. They will try to establish "friendship networks"...who knows who. It's best to keep such material hidden somewhere safe and imaginative. Basically every home has something illegal that they can use against you. If you are raided and then released, you should thoroughly search everywhere after they've gone for listening and recording devices and drugs that they've planted as an excuse to come back and nick you. However, raids are deadly serious and you are unlikely to ever return to your home if you are arrested and imprisoned. **Your best option is to use your knowledge of your home to defend it, kill the police officers and evacuate.**

## FBI Surveillance

Whether you are guilty or innocent doesn't matter. You will always be treated as guilty. FBI surveillance teams are lethal. They are very effective at what they do. They have had lots of experience. They've got massive resources. In a major investigation, 30 agents watching one person is commonplace. You never see the same agent twice. You never see the same vehicle twice.

The FBI's triple-threat surveillance strategy of multi-layered teams, rapid response, and managed aggression must be taken seriously.

- Threat #1 – A multi-layered team can fool you into thinking that the surveillance has ended. This is an extremely dangerous situation. They're still lurking nearby, of course, waiting for you to say or do something incriminating.
- Threat #2 – A same-day response by the FBI means that surveillance might begin before you're ready for it. They'll catch you unprepared. The FBI surveillance team may



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end up watching you trying to hide the very material that you're hoping to conceal from them.

- Threat #3 – The FBI's policy of managed aggression can easily provoke you into losing your temper, or your nerve, or both. It is a wicked strategy. That's why they use it.

### Multi-layered Teams

The FBI's deployment strategy is insidious and conniving. Because of the manner in which FBI agents are deployed, it is almost impossible to catch the FBI unawares during a surveillance operation. They always have a fall-back position. This is called the strategy of surveillance-in-depth. Here's how it works. For most surveillance operations, the FBI actually puts two teams in the field. That's right. Two teams. The first team is expendable. That means if it is detected the surveillance operation will still survive and reach its objective. This first team is called the Decoy and Diversion Team. In this article we will refer to it simply as the Decoy Team. In surveillance operations involving hard targets, the Decoy Team expects to get caught. In surveillance operations involving soft targets, they expect to remain undetected in 75% of all cases. (A soft target is a person who has no countersurveillance skills or training, and is not on the lookout for surveillance.) Any target who is alert – and on the lookout for surveillance – will eventually detect a pavement artist of the Decoy Team. Pavement artist is spy-talk for a member of a surveillance team that is watching you in public places. They are on foot and they are in vehicles.

At the same time that the Decoy Team enters the situation and begins surveillance on you, a second team also enters the game. This second team quietly slips into the environment, where it does its best to blend in with the background. This second team is called the Stealth Team. At the beginning of the operation, the Stealth Team makes no effort to watch you. Its only objective is to establish its presence – and to remain undetected. This deployment strategy is incredibly effective. Here's why. The first team provides cover for the second team's arrival. Even a hard target is likely to be too busy watching the first team to notice the arrival of the second team. And when both teams are in place, you usually only notice the first team. The top priority of the first team (the Decoy Team) is to see everything you do. They want to learn your habits and your daily routine. They don't want to be detected, of course, but they are prepared to pay that price if that is what's required in order to make sure they see absolutely everything you are doing. Their first priority is to acquire as much data about you as possible. If you do detect the Decoy Team – and if they realize you've spotted them – the Decoy Team simply suspends its operations. They realize that you'll notice their departure. In fact, they're counting on it. They also realize that very few people will realize that a second team has blended into the background.

This second team – the Stealth Team – doesn't need to see everything you do. They have been briefed by the first team. The Stealth Team only needs to watch you during certain times and at certain locations where they think you might be up to something. The top priority of the Stealth Team is to remain undetected. And they are prepared to leave you unwatched for brief periods in order to retain their invisibility. This is called picket surveillance by the FBI, named

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after the gaps in a picket fence. This two-stage approach to major surveillance operations is brutally effective. It has led to the ruin of many people who thought they could outfox the FBI.

The undercover agents of the Stealth Team use methods that are more sophisticated than those used by the Decoy Team. These methods are called tradecraft. The Stealth Team is much more difficult to catch than the Decoy Team. You need to know what you're doing. It is vital that you do not let the Stealth Team realize that you've spotted them. That's because the best way to beat them is by feeding them misinformation.

The difference in methods used by the two teams is best explained by example. Numerous situations are described in the case study later in this article. Layered surveillance. This concept of multi-layered surveillance teams is the backbone of the FBI's surveillance strategy. They almost never lead with their best team. They always hold something back so that they have a fallback position. This strategy is also carried over into other FBI operations. When the FBI is trying to infiltrate an agent into your circle of friends, associates, coworkers, and acquaintances, they'll often use an expendable agent first. This first agent is a Decoy Agent, meant to provide cover for the infiltration by the second agent (the Stealth Agent). If the first agent manages to penetrate your organization undetected, the FBI is delighted. But if he runs into difficulty, he is withdrawn. The second agent – who has blended into the background – is brought into play.

When the subject of an investigation first realizes he is being "followed", he is angry – and outraged at the invasion of his privacy. In many instances, one of the things he'll do is complain to his lawyer about being "followed". Many lawyers advise their clients to "confront" the person who is "following" them. The lawyer's advice plays right into the FBI's hand. When the subject attempts to confront the surveillance team, the FBI simply drops back into stealth mode. The Decoy Team suspends its surveillance activity. Because members of the Decoy Team are relatively easy to detect, their absence is easily noticed. The subject assumes that his lawyer's advice has achieved the intended effect. After all, the subject confronted the people who were "following" him and they immediately "stopped". What the subject does not realize, of course, is that the Stealth Team is now active. They have been there all along, of course, as part of the background while the Decoy Team was working. When the Decoy Team departs, the Stealth Team is still there as part of the background. So from the subject's point of view, everything appears to return to normal. The FBI surveillance team is only too willing to accommodate your emotional desire for control over your immediate environment. It is a fantasy that will lead to your ruin. Here's why. When you see the Decoy Team has departed, you begin to feel safe, so you let down your guard. You become easy prey for the Stealth Team. Of course, infiltration comes next – FBI agents penetrate your circle of friends, associates, coworkers, and acquaintances. Arrest and indictment are simply a question of time. Be smart. Learn from the mistakes of others. FBI surveillance teams do not just go away.

### Rapid Response

This is the second component in the FBI's three-pronged strategy of multi-layered teams, rapid response, and managed aggression. The FBI can provide same-day response anywhere in North America. This is called the strategy of surveillance-in-time. In fact, the FBI can mount a same-day surveillance operation in any city located in the United States, Canada, or Mexico. The FBI can also mount a same-day response in many major European cities, most major South American cities, and some Asian cities. They use a skeleton crew to start. Outside North America they sometimes farm out the work to subcontractors. Then, in many cases, the full surveillance deployment arrives overnight and begins work the next day. In situations where FBI resources are already stretched by other major cases, it may take two days for the full surveillance compliment to arrive. But make no mistake about it, surveillance has been underway since day one. If they choose to do so – and they often do – the FBI can initiate surveillance the same day they become aware of you.

In many surveillance situations, a special team is deployed to provide reconnaissance information for the main surveillance teams. This reconnaissance team is called the Advance Team. The reconnaissance team is deployed ahead of the Decoy and Stealth teams that were discussed earlier in this article. The Advance Team is tasked with establishing roughly who you are, where you are, and what you're doing. They'll take photographs of you, your home, your office, and your vehicles. The photographs help agents identify you on sight. The person who secretly takes pictures of you is called a peep. The peep often arrives at your doorstep disguised as a volunteer collecting for charity or as a religious canvasser. (Like the CIA, the FBI is big on using organized religion as cover for covert operations.)

The primary task of the Advance Team, however, is to break into your office or home. This is called surreptitious entry by spies. That's just polite talk for break-and-enter. The break-in usually happens during the first few days of a surveillance operation. Once inside, they perform a quick search of your property. They've got special ways to get inside locked drawers and office safes. They'll often bug your office or home. Being able to hear all your conversations gives them a tremendous advantage. If they already know where you're going, it makes it easier to "follow" you. If they know you're going to a restaurant, for example, they can arrive "before" you do. The FBI's tactic of being the first to arrive at your destination has fooled many people over the years. They'll also usually attach a tracking device (called a beeper) to your vehicle. This makes it easier for them to track you in traffic. Clearly, if you are sharp enough to detect the Advance Team – and if you don't reveal that you've spotted them – you can enjoy a major tactical advantage over the FBI during the entire surveillance operation.

Here is an example of the consequences of same-day response. Suppose you are a controversial group. If you release information that exposes government abuse, then you can expect same-day surveillance by the FBI. Not tomorrow. Not in a few days. Today. The implications of same-day surveillance can be serious. Suppose you've got documents or materials that you relied on when writing your article. These documents might contain references to confidential sources or informants or whistleblowers. You don't want the FBI to

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find these materials. You don't want to compromise your sources. The materials had better be securely stowed away BEFORE you release information. Trying to hide the materials AFTERWARD may be too late. Be careful where you hide the materials. Safes, alarm systems, even bank safe-deposit boxes are generally useless against a determined FBI surveillance team. It isn't easy, but it can be done. The FBI's capability for same-day response has caught many surveillance targets unprepared. Time is critical.

### Managed Aggression

This is the third component in the FBI's three-pronged strategy of multi-layered teams, rapid response, and managed aggression. The FBI has a bureau-wide policy of managed aggression. This policy also affects FBI surveillance operations. Surveillance teams are given specific goals. The FBI command structure accepts no excuses. It tolerates no failures. This strategy of surveillance-for-results leads to aggressive behavior in FBI surveillance teams because of the pressure they're under. This results-driven aggression tends to manifest itself as professional aggression. An FBI surveillance team is using professional aggression when it intentionally and deliberately applies pressure to the subject of a surveillance operation.

Here is an example of how an FBI surveillance team will deliberately provoke you. When you're walking through a mall or a downtown shopping district, the surveillance team will intentionally interfere with your route. A pavement artist will "absent-mindedly" cross your path, forcing you to change course to avoid walking into him. A group of agents will "inadvertently" obstruct your path – they'll be standing together chatting, forcing you to walk around them. Other pavement artists will "accidentally" create near-misses as you walk along. Some of these "pedestrians" will create situations with a potential for a head-on collision, forcing you to dodge them. As the psychological pressure continues to build, agents may "innocently" bump into you, jostle you, or step on your heel from behind. A group of pavement artists will cue up ahead of you, creating a line-up that delays you as you try to make a purchase, order fast food, buy tickets, and so on. Activity like this can quickly create frustration, even anger, in you. But because the incidents occur in public locations, it's difficult to prove who's behind them. You never see any agent more than once. You don't know where the next provocation is going to come from. You're beginning to get upset, irritated, unstable. You're more likely to make mistakes in judgment and that's exactly what the surveillance team wants. When a surveillance team is experiencing difficulty cracking open an investigation they sometimes resort to professional aggression. This is a wicked mind-game. It can be very effective if you're not anticipating it. The FBI surveillance team has the power to make or break your day – and they don't hesitate to use that power.

### Questions and Answers

***So LE knocked on my door and asked to talk to me. They say that they know I have been up to no good, and that it will be better for me if I talk to them. What should I do?***

You should under no circumstances talk to Law Enforcement. They are not your friends, although they may pretend to be.

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***So I got pulled over, or got a knock on my door, and LE is requesting to search my house or car. What should I do?***

Tell them no. Never consent to be searched or have your vehicle or house searched. Make them get a warrant. Even if you have nothing on you and your vehicle and house are clean, you should make them get a warrant. You don't want to make their job easier. If you don't consent to a search and they search anyways with no warrant then any evidence they gather can not be used in court. If you consent, they don't even need a warrant.

***So I got arrested and am being interrogated, what do I do? They say if I don't cooperate they are going to make things hell for me and put me in a holding cell with a bunch of gang members! But if I confess they will make things very easy for me.***

Ask for your lawyer. If they don't immediately stop questioning you, continue asking for your lawyer. You don't ever want to say anything to cops. Even if they put you in a holding cell full of gang members, it is probably better to be there for a day than to confess and get sent with the same gang members for ten years. Keep in mind: police lie, secret service lie, they want you to confess, confessing or giving any information up is going to hurt you it is under no circumstances going to ever help you. Cops do not have to tell you they are cops, neither do secret service. Undercovers lie all the time. So do confidential informants. Be careful who you trust, even friends you have known your entire life can turn.

***But what about smoking weed or using other drugs? Can they do this too?***

Undercovers can smoke drugs, and commit crimes every day. Someone using drugs does not mean that they are not a cop or secret service agent. It also doesn't mean they are not a confidential informant.

***But I am non-important / don't do anything wrong / am small time***

Even if you do nothing wrong, most LE wants to screw you. They do not want to help anyone, they are simply zogbots competing against each other. They will imprison anyone regardless of how innocent they are just to make an example of them to the rest of the population. Also, people tend to minimize what they do, so you are probably bigger than you would like to admit. Be proud but silent of your achievements for the revolution.

***When I talk online I like to say SWIM (someone who isn't me) instead of me or I. This keeps me safe right?***

No, this offers you no protection at all. People who say SWIM are just fooling themselves. People tend to like to have "security blanket security" where they convince themselves they are safe as long as they do some simple ritual (as opposed to taking actual security precautions, which are a bit more difficult). Security blanket security is dangerous, as it doesn't offer real security but makes you act as if you are secured.

***So it is looking like I am going to be doing a bid in prison, but I am being offered a deal if I turn states witness. Should I do this?***

It is true that you can in some cases get reduced sentences by becoming a confidential informant but those are only in non-political "crimes". You are a threat to ZOG's existence and

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they will not be lenient no matter what you do. All prisons are corrupt, even in 'first-world countries'. The guards will reveal information on you to the other inmates and the guards will look on while you are killed by the other inmates. People who are locked up on life-sentence have nothing to loose and will try to kill you. Even if you are kept in protective custody you will not be safe, when prison riots happen the first thing that happens is the inmates kill everyone in protective custody. In addition to putting your life in serious danger, helping the enemy makes you a coward and a hypocrite. Keep in mind that even if you take a deal to snitch, that has no legally binding power, your sentence is still up the the judge. Although the mandatory minimum is erased when you take a deal, you can still get the maximum sentence if the judge says so, even after you already snitched. This has been known to happen. Even if you get put in the witness protection program and given a new identity, people in witness protection can be traced.

**A dead police officer cannot arrest or imprison anyone. The best way to avoid going to prison and foremost your duty is to kill the enemy (Law Enforcement Agencies) so that they do not capture you. Kill Traitors and Invaders.**

**OUR FUTURE IS EITHER  
THE EXTINCTION OF  
THE WHITE RACE OR  
NATIONAL SOCIALISM!**

